ERICK HERNANDEZ
INTERACTION DESIGNER

PROFILE

Graduate of Chalmers University of Technology with a Master's Degree in Interaction Design and Technologies, with bachelor's degree in Information Technology and Business. Passionate about technology, user experience and user interface design, graphic design and photography; with programming knowledge in different languages as well as in semi-profesional video production.

I have participated in different software development and design teams as well as in different activities within my studies such as: Business Challenge UDLAP 2011-2015, incoming students mentoring program UDLAP 2013-2014 and ELOCUENCIA 8080 (UDLAP's student radio association).

INTERESTS

Sports - Basketball, football, swimming

Music - Guitar, base, drums, piano (basic).

Other- Photography, design, HCI, traveling.

PORTFOLIO & CONTACT

behance.com/ergihervi

linkedin.com/in/ergihervi

+46 70 465-4445

hola@erickh.info

Gothenburg, Sweden

EDUCATION

2017- 2019
Master of Interaction Design and Technologies - Chalmers University of Technology, Gothenburg, Sweden.

Thesis Interactive fulldome: Virtual tracking-based interaction for an immersive video projection environment.
Adviser Palle Dahlstedt

2010- 2015
Bachelor of Information Technology and Business - University of the Americas (UDLAP), Puebla, MX.

Thesis AskMed: supporting tool to prepare the National Test for Aspirants to Medical Residency (commonly known as ENARM, Spanish: Examen Nacional de Aspirantes a Residencias Médicas).
Adviser Dra. Ofelia Cervantes Villagómez

2012
App develop for NOKIA and Windows Phone - University of the Americas (UDLAP), Puebla, MX.

Learn the basics to develop NOKIA and Windows Phone apps.

2004 - 2009
Build Realtime Social iOS Apps With Firebase and Swift iOS 9 - Udemy, Online.

Learn to build the fastest data transferring social iOS app using the Firebase SDK and Swift.

EXPERIENCE

2011
Business Challenge UDLAP - Sponsors staff and Logistics, Puebla, MX.

Sponsors seeker and logistics manager for the international symposium Business Challenge UDLAP.

2011- 2012
Elocuencia 8080 - Speaker, Puebla, MX.

Speaker on a two hour radio program.

Award winner for the best radio program, season 2011-2012.

2012 - 2015
Business Challenge UDLAP - Video production leader, Puebla, MX.

Design and video production for the international symposium Business Challenge UDLAP

Opener videos and biographic videos for keynote speakers.

2013 - 2014
UDLAP - Incoming students mentoring program, Puebla, MX.

Develop different activities and mentoring for incoming students. Group supervisor, conform by 25 students.

2013 - 2015
Travel's Life - International traveling staff and photographer, Puebla, MX.

Part of the traveling staff and photographer in different trips organized for international students, to enjoy Mexico's vast diversity of landscapes and traditions.

2014

Microsoft Imagine Cup: Journal Guide- Project leader, UI design & developer, Puebla, MX.

UX-UI designer and developer from scratch.

Selected in the top 5 from 35 in the country.

México On The Move: XIXV National Congress of Law - Video production leader, Puebla, MX.

Design and video production for this congress.

2014 - 2015

International Symposium Business Challenge - Project leader, UI design & developer, Puebla, MX.

UX-UI design and development from scratch.

2015

National Congress of Young Entrepreneurs - Video production leader, Puebla, MX.

Design and video production for this congress, organized by Employers Confederation of the Mexican Republic (COPARMEX, Spanish: Confederación Patronal de la República Mexicana).

Opener and promotional videos, biographic videos for keynote speakers.

SATMAN - Video production leader, Puebla, MX.

Design and video production, GIF images

Commercial videos and animations. www.satman.mx

Capilla del Arte - Project leader and UX-UI Designer, Puebla, MX.

The app proposal uses iBeacons™ for indoor location.

Class project.

DANONE - Video production leader, IT consultant, Puebla, MX.

Design and video production. Information consultant for different executive financial presentations.

2015 - 2017

AskMed - UX/UI Designer, iOS Developer Team Leader, Puebla, MX.

UX-UI design and development from scratch.

iOS app.

2016 - 2018

PayBit - UX/UI Designer, iOS Developer Team Leader, Puebla, MX.

PayBit, a services that enables businesses to create and distribute coupons using iOS Wallet technology.

Prototype, iOS app.

STEP - Project Leader, UX/UI Designer & Developer, Video Production, Puebla, MX.

Step, video lessons store to learn how to dance.

Prototype, iOS app.

NUMA: START-UP ACCELERATION PROGRAM - CDO, developer, Puebla, MX.

Developing Theia: artificial intelligence for x-rays interpretation.

Web app.

2018

Stadsbiblioteket: NEARBY - Interaction designer, UI designer, developer, Gothenburg, Sweden.

App proposal for the Stadsbiblioteket (Gothenburg city library) that uses iBeacons™ for indoor location.

Prototype, class project.

VR Design - Interaction designer, UI/UX designer, Gothenburg, Sweden.

An iPad app concept designed for users that want to create AR content for concerts.

Class project.

AMOEBA - Interaction designer, UI/UX designer, developer, Gothenburg, Sweden.

A system that increase the users ability to decide which data is stored and the interactions it's used for. A tool for customizing the settings of an AI in an automated vehicle level 4.

Prototype. Project class.

Universeum: VRE - VR ESCAPE ROOM GAME - Interaction designer, UX designer, developer, Gothenburg, Sweden.

A VR Escape Room Designed for an exposition in Universeum, a science center and museum, with the purpose to show how this technology can be used in collaboration. The game is played in a Mixed Reality environment.

Product shown on the IXD 2018 expo.

SKILLS

Skill		Skill	
Swift	▬▬▬▬▬▬	Sketch	▬▬▬▬▬
Java	▬▬▬▬▬	Firebase	▬▬▬▬▬
SQL	▬▬▬▬▬	Objective-C	▬▬▬▬▬
C#	▬▬▬▬▬	Xcode	▬▬▬▬▬
C ++	▬▬▬▬▬	JavaScript	▬▬▬▬▬
CSS	▬▬▬▬▬	UX/UI	▬▬▬▬▬

OTHERS

Photoshop CC	▬▬▬▬▬
Illustrator CC	▬▬▬▬▬
Indesign CC	▬▬▬▬▬
After Effects	▬▬▬▬▬
Premiere Pro	▬▬▬▬▬
Adobe Audition	▬▬▬▬▬

IBM Watson, AWS, Omnigraffle, Simplex LP, Cinema 4d, Celtx (video/movie planning), LaTeX, Adobe Muse.