

Joel Rodrigues

UX Designer and Researcher

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SKILLS

HCI Methods

Design Sprints (GV adpt)
Competitive Analysis
Heuristic Evaluation
Contextual Inquiry
Think Aloud
Card Sorting
Affinity Diagramming
Personas / Scenarios
Customer Typology
Wireframing
Storyboarding
Usability Testing
Iterative Evaluation
Rapid Prototyping
A/B Testing
Statistics
Survey Design

Design Tools

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe CS
Fusion 360
Sketch App
InVision / Marvel
Axure RP
Lookback
Origami

Programming

HTML
CSS

Languages

Portuguese (Native)
English (Fluent)

Coursework

User-Centered Research
Interaction Design Studio
Method. of Visualization
Ubiquitous Computing
Smart Agents (AI)
Programming User Interface
Service Design
Human Factors
Cognitive Psychology
Design Studio

Awards - First place Student Category 2013

Ericsson Application Awards 2013, with Sun Monitor prototype & service.

EDUCATION

Aug 2015 - Dec 2016

Carnegie Mellon University (USA) | m-iti

Master of Science in Human-Computer Interaction (HCI Dual Degree)

Sep 2012 - Jun 2013

Madeira Interactive Technologies Institute (PT)

Post-Graduation in Human Aspects of Technology (Human Factors)

Sep 2009 - Jun 2012

University of Madeira (PT)

Bachelor of Science in Psychology

WORK EXPERIENCE

...more on LinkedIn

June 2016 - September 2016

m-ITI - Usability Researcher Intern

Worked on article: *Step by Step: Evaluating the User Experience in Mixed Reality Storytelling enhanced by Motion Tracking*. My responsibilities were to recruit users, plan the structure of the experiment session, conduct the experiment, assist in the decision of which validated scales best fit the study purposes, collate the data, help with data interpretation and, build all the materials/resources necessary to perform the study. This work resulted in a article for CHI2017 (in peer review status).

August 2013 - December 2013

CereProc - PT Phonetics and Speech Lead and Software Engineer

I was part of an interdisciplinary team tasked to produce a Portuguese Text-to-Speech system for CereProc, using speech engine CereVoice. The voices I created were Lucia (PT-PT) and Gabriel (PT-BR). Currently Lucia is being used at Gatwick Airport, UK.

Visit: <https://www.cereproc.com/>

PROJECTS

Capstone Project for EXICTOS | Asseco Group - Echo

User Research Lead and UX / UI Designer

Designed Echo, a transparent banking application that uses learning and prediction to better serve its users. It provides clear, manageable and insightful information about users' finances, promoting foresight and user empowerment. Deployed various HCI methods for user research, prototype, usability testing, documentation and algorithm rationale creation.

Crescendo App

UX / UI Designer and User Researcher

Aims to provide children with High Functioning Autism and their carers with a communication tool. Crescendo helps to teach and stimulate children through a virtual environment that mimics real world. Project published at ACM.

Sun Monitor Service and Prototype

Service Designer and Market Researcher

A Solar Panel (PV) output monitor, that provides accurate, on-the-go readings to users, and helps collect community PV energy production data to aid Energy Companies reduce fossil fuel consumption, by correlating available SP power transferable to National Grids, in order to reduce both fossil and renewable energy waste.