

# Daniel Chivardi

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## Professional Experience

### Oracle

#### UX Manager

#### Principal Interaction Designer

San Francisco, CA

May '16 - Current

Jan '14 - May '16

- Recruited, built and led a team of three designers and two interns who worked collaboratively to deliver product solutions
- Leveraged key insights and proven design patterns to create compelling customer experiences and roadmaps for multiple Oracle Cloud Applications
- Led design for multiple tools from the CRM and HCM verticals including the redesign for a tool that handles over \$22 billion in revenue for Oracle
- Redesigned completely the documentation templates used by the team with key stakeholders, using modern frameworks as jQuery and Bootstrap

### BLITZ Agency

#### Sr. UX Architect

#### UX Architect

Los Angeles, CA

Jul '13 - Dec '13

Nov '10 - Jul '13

- Led design of the eSport portal for the largest gaming community in the world that provided video on demand and stats for over 32 million users per month
- Collaborated with client to design the next generation of user experiences for one of the most popular FPS videogames, including desktop, mobile, tablet and console interactions
- Crafted experiences for over 10 different clients on different multiple industries including: entertainment, consumer electronics, gaming and consumer packed goods
- Participated in over 20 different prospective client pitches and discovery sessions, focusing on explaining the value that UX could bring to their products

### Sapient Corporation

#### Technology Consultant

San Francisco, CA

Feb '07 - Oct '10

- Developed the front-end and back-end for multiple clients and projects including one of the largest redesigns of disneyworld.com
- Defined functionality, navigation, and interaction models through page level wireframes, sitemaps, use cases and functional requirements documentation
- Iteratively revised user stories, wireframes, functional specifications according to client feedback during design cycles

## Education

### Carnegie Mellon University

Master of Information Systems Management | Dec '06

### ITESM, Monterrey Campus

B.S. in Electronics and Telecommunications Engineering | May '04

## Skills

### User Experience

Prototyping, Mobile Design, Product Management, Wireframing, Responsive Design  
Information Architecture, Requirements Gathering, Heuristics Analysis

### Design Software

InDesign, Omnigraffle, Photoshop, Visio, Illustrator, Axure, Invision

### Development

JavaScript, CSS, jQuery, HTML, SQL, Java, Bootstrap

### Languages

English, Spanish