

# DANIELA SOLANO BRENES

Industrial Design Engineering



Cartago, Costa Rica



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## Languages

English: Level C2: Proficient

Danish: Intermediate

LESCO: Intermediate

## Education:

- Skive Handelsskole Marketing & Multimedia, second year, Skive, Denmark, 2015-2016
- Instituto Tecnológico de Costa Rica, Industrial Design Engineering student 2017/2021

## Portfolio

*For the best experience, I recommend viewing this on a desktop or laptop.*

<https://www.danielasolanob.com/>

## Software:

- Adobe Creative Suite
- GPT/Gemini
- Figma
- Microsoft Suite
- Google Workspace
- Hotjar
- Jira, Asana, Trello
- Processing
- HTML
- Python
- Keyshot
- Rhinoceros

## Skills:

- Interaction Design
- Responsive Design
- Data Visualization
- UI Accessibility
- UI/UX Design
- Wireframing & Prototyping
- Design Thinking
- Information Architecture
- Atomic Design
- Usability Testing
- Branding
- Design Systems

## About Me:

I am a dedicated Interaction Designer with over four years of experience specializing in user-centric design and intuitive digital experiences. My expertise covers user research, wireframing, and usability testing, allowing me to create seamless interfaces that improve engagement and accessibility. I thrive in collaborative environments where diverse perspectives drive innovation.

## Work Experience

### Accenture

*Interaction Design Analyst*

*2022 – Present*

- Designing and delivering user-centric solutions for clients across various industries.
- Collaborating with cross-functional teams to align business goals with effective UI/UX strategies.

### Freelance Designer

*Visual and UX/UI Designer*

*2020 – Present*

- Working independently with individuals and Costa Rica-based companies to develop branding, web interfaces, and user experiences.

### Pancake Live

*Junior UI/UX Designer*

*2022*

- Contributed to UI design and user experience improvements for a interior design online platform for both clients and administrators.

### Próxima Comunicación – Ecoins

*UX/UI Intern*

*6-month internship (2021)*

- Supported the UX/UI design process for the Ecoins sustainability platform.

### TEC EmprendeLab & Municipality of Escazú

*Content Creator*

*2021*

- Produced promotional videos to support local entrepreneurship initiatives.

### MACSports

*Content Collaborator*

*2019 – Present*

- Collaborated on the creation of visual content and social media materials for sports-related brands.

## Education & Certifications

- UX Fundamentals, California Institute of the Arts – 2021
- Scrum Fundamentals Certification – 2021
- Design: Creation of Artifacts in Society, Wharton (Coursera) – 2020
- Motion Graphics – Beginner, FUNDATEC – 2020
- Specialized Program: Project Management, Google
- Specialized Program: Psychology, Universidad de Palermo

## Workshops & Training

- Segundo Encuentro de Ingeniería en Diseño Industrial Colegio Federado de Ingenieros y Arquitectos de Costa Rica, 2019 Topics: IoT & Design Thinking
- Redesigning an Inclusive World – Accessibility Training 2022