



Nicolas Arizaga

Product Design | Architect — 4 Years of experience

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ABOUT —

User-centered designer with a background in architecture, blending creative problem-solving and user-focused design in both digital and physical projects. Passionate about creating solutions that combine creativity, logic, and empathy to meet real user needs, while leveraging business and design thinking.

PROJECTS —

CareerFoundry Carve: Surf Weather App Product designer

FEB - AUG 2024

- Developed an adaptive web app that presents layered weather information, simplifying user interaction and enhancing understanding of complex data.
- Crafted a high-fidelity prototype in Figma that illustrates layered information interactions, resulting in an engaging and visually appealing user experience.

EXPERIENCE —

Juan Izq. Arch Architectural Designer

FEB 2023 - AUG 2024

- Managed multiple architectural projects of varying scales, enhancing design completion efficiency and serving as the lead designer for key clients.
- Addressed the challenge of creating weekly updated renders by streamlining the workflow from 2D to 3D, resulting in a 15% increase in client requests for project renders for marketing campaigns.
- Tackled the challenge of ensuring precise, detail-oriented designs by creating an adaptable system for facade and structural elements, speeding up the process and gaining the trust of senior management.

Hanna Arch. Urban Park Designer

FEB - DEC 2022

- Tackled the challenge of integrating a large linear park with surrounding residential areas by analyzing urban patterns and interactions, resulting in a 23% increase in user presence and enhanced community engagement.
- Addressed the challenge of engaging diverse public representatives by creating clear and simplified presentations, resulting in our team being selected for the project in a competitive contest.

Sharon Design Architectural Designer

OCT 2020 - FEB 2022

- Solved construction issues quickly using construction logic and experience, ensuring the project was completed on time without compromising the design.
- Managed construction schedules and logistics by maintaining a detailed timeline, resulting in on-time project completion and continued collaboration with the client.
- Managed multiple projects by adapting design choices to align with business goals and aesthetic requirements, delivering tailored solutions that led to successful project completions and client satisfaction.

Juan Izq. Arch 3D Artist

JUN 2020 - SEP 2020

- Created detailed 3D visualizations for architectural projects by streamlining the workflow from 2D plans to 3D models, resulting in faster project approvals and improved client presentations.

DESIGN SKILLS —

User-centered Design
User Experience Design
User Interface Design
Interaction Design
Prototyping
Usability Research
Empathy Maps
Wireframing
Web Design
3D Design
Responsive Design
Information Architecture
Design System

EDUCATION —

Product Design Bootcamp

FEB 2024 - OCT 2024

CareerFoundry
Berlin, Germany

Bachelor of Architecture (B.arch)

FEB 2023 - AUG 2024

Universidad del Azuay
Cuenca, Ecuador

SOFTWARE —

Figma
Archicad
Autodesk Revit
Autodesk AutoCAD
Lumion
Twinmotion
Adobe Creative Suite
Qgis
Sketchup
Rhino
Microsoft Suite

SOFT SKILLS —

Communication
Presentation
Collaboration
Client Interviewing
Project management
Adaptability
Detail-oriented
Problem Solving

LANGUAGES —

Spanish
English