

Jesus Garcia-Mancilla

Mexico City, Mexico
jesus.garcia.mancilla@gmail.com

EDUCATION

Instituto Tecnológico Autónomo de México (ITAM) 2014-2016
Computer Science, M.S., specializing in Human-Computer Interaction (HCI)

Universidad de Colima 2008-2013
Psychology B.A., specializing in Health Psychology

WORK EXPERIENCE

Senior User Experience (UX) Researcher and Interaction Designer Dec 2016 - Present
Suggestic

- Creating meaningful interactions for a conversational interface, delivering a seamless integration with the rest of features of the app, and future multi-device experiences.
- Conducting user experience research in new interaction paradigms, focusing on voice user interfaces and augmented reality to extend the capabilities of our virtual assistant.

User Experience (UX) Researcher and Developer May-Oct 2016
Stanford University

- Conducted user-experience research in human-computer interaction with experimental automotive interfaces and emotion identification systems.
- Performed signal processing and analyzed physiological data to evaluate user experience and emotional state in drivers.
- Developed proprietary algorithm to identify stress in drivers using heart rate, skin temperature, and electrodermal activity.

User Experience (UX) Researcher Jan-Jun 2016
Google

- Analyzed technology adoption by conducting a longitudinal ethnographic study.

User Experience (UX) Researcher and Developer 2014-2016
ITAM

- Managed UX research projects in multiple interactive systems including wearable, mobile, and web applications, conducting usability testing at different stages of the development.
- Generated custom data visualization, psychophysiological signal analysis, social network analysis, and user-interface design as a member of multiple 10-person teams.

Data Science Intern Jun-Aug 2015
Stevens Institute Of Technology

- Designed crowd computing project for big data analysis.
- Developed a visualization technique to classify a new category of depression-related tweets.

Health Psychology Researcher 2009-2014
Universidad de Colima

- Developed and assessed psychoeducational program based on self-efficacy theory to create behavioral change in adults with type 2 diabetes.
- Implemented the developed program which improved glucose and HbA1c levels in 80% of the patients.

Clinical Health Psychologist Jun-Aug 2011
Universidad Nacional Autónoma de México

- Designed and implemented an intervention program in Mexico City to improve diabetes self-management by elderly people with help from their caregiver-companion.

SKILLS

Languages Fluent in Spanish, and English

Design Usability testing, user research, persona creation, interaction and product design, rapid prototyping, focus groups, diary studies, surveys, remote studies

Programming & Analysis Machine learning, statistical analysis, SPSS, LaTeX, iOS development, Python, R (and Shiny)