



Jesús Muñoz Alcántara

Craftsman of Digital Interactions & Digital Innovation

Overview:

Current Location: Eindhoven, The Netherlands
Place of Origin: México City, México

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- I use a design approach to craft digital technology and inspire meaningful social interactions.
- I am currently finishing my PhD degree at the faculty of Industrial Design in Eindhoven University of Technology, in the Netherlands.
- I am looking for a strategic role within a multidisciplinary team of creative professionals that want to make a meaningful change in society.

Relevant work experience:

2014-2018 Design Researcher

Eindhoven University of Technology (TU/e). *Eindhoven, NL.*

- I had a leading role in the definition of requirements, design and user evaluation of an online collaborative design environment.
 - I performed research in collaboration with 8 European industrial and academic institutions distributed across 7 European countries
 - I led 2 work packages of a research project during 36 months, resulting in successful funding from the European Union.
- *UX research, & design*
 - *user centred design*
 - *lo-fi & hi-fi prototyping*
 - *quantitative & qualitative research*
 - *coaching & education*
 - *international collaboration in EU research projects*

2013-2014 JavaScript Developer

Peerby. *Amsterdam, NL.*

- I developed new features (front-end and back-end) based on user stories.
 - Development based on weekly agile sprints.
 - A/B testing of new features with real users.
 - Migration of couchDB to mongoDB
- *nodejs, javascript, jquery*
 - *mongodb, couchdb*
 - *bootcamp, jade, less*
 - *git, A/B testing, AWS, rest APIs, devOps*

2007-2010 Software Developer

Speedymovil. *México City, MX.*

- I developed, implemented and provided technical support for different Value Added Service platforms for the subsidiaries of América Móvil in Latin America.
 - I led a team of 5 developers.
- *java, tomcat, weblogic, jboss*
 - *postgresql, oracle, mysql*
 - *SOAP, web services*
 - *mobile web, mobile services, mobile UI design, J2ME*

2006-2007 Game Developer

Blazzam / Calcetín Animaciones. *México City, MX.*

- I developed 2 videogames on Flash and on J2ME (java for smartphone applications).
- *game design, Flash, J2ME*
 - *mobile web, mobile services, mobile UI design*

Education:**2014–2018 (expected) Doctor of Philosophy in Industrial Design. PhD candidate**

Eindhoven University of Technology TU/e. *Eindhoven, NL.*

- Funded by the COncEPT project as part of the 7th Framework Programme for Research and Technological Development (FP7) of the European Commission.
- *Design for Behavioral Change.*
- *Researching digital tools that empower design teams in their creative process.*

2010–2013 Master of Science in Human-Technology Interaction.

Eindhoven University of Technology TU/e. *Eindhoven, NL.*

- I was awarded with the Amandus H. Lundqvist Scholarship.
- Research Projects at Philips Research Eindhoven and Philips Consumer Lifestyle Research Department.
- *Focus on Persuasive Technology & Behavioral Change.*

2002–2006 Bachelor in Engineering in Information Technologies & Telecom

Anahuac University. *México City, MX.*

- I was awarded with the excellence scholarship program from the Anáhuac University.
- *Minor in development of mobile and wireless applications.*

Relevant Training:**2009–2010 Diploma of Software Engineering**

Monterrey Institute of Technology and Higher Education. *México City, MX.*

2009 Creativity and Innovation Training

Monterrey Institute of Technology and Higher Education. *México City, MX.*

2008 Java Enterprise Architect Training for CJE4 Certification.

Centro Netec Certificaciones Profesionales. *Mexico City, MX.*

2008 Customer Service Oriented Training, an emotive experience.

Mente Estratégica. *México City, MX.*

2008 UML Bootcamp, Object Oriented Analysis and Design with UML.

Milestone Consulting. *México City, MX.*

Design Skills:

User Research, UX Design and User-Centered Design, Information architecture, concept mapping, wireframing (Balsamiq), mockups (Sketch), and prototyping (HTML, CSS, Javascript, pug.js, inVision, arduino and raspberryPi).

Language Skills:

Spanish: Native speaker.

English: Full professional proficiency.

Dutch: Limited working proficiency.

Italian: Limited proficiency.

Development Skills:

Backend & Frontend development (Java, J2ME, node.js, C++, C, PHP and JavaScript), API development and integration through SOAP & REST web services, DB design and integration (MongoDB, Oracle, Postgresql & Mysql) and software testing (Unit testing, BDD).

Interests:

Cooking. Music. Dancing. Water sports.

Swimming. Diving. Traveling. Making new

friends. Ice-cream maker. Free software

supporter.