Manrique García

UX / Design Research

EXPERIENCE

- 11/1996 — Photographer / Graphic editor — **Grupo Anaya**
- 05/1999 — Head of UX Research / Interaction Designer — **Blue C**
- 04/2001 — Head of UX Research / Marketing Online / Interaction Designer — **Pixelpark**
- 10/2001 — 2001 - 2006 Interaction Designer /usability; 2006 - 2012 Project Leader UX / Usability / SEO / SEM /Analytics; 2012 - 2019 Head of Design Research — **BBVA**
- 07/2019 — 2019 - Now. Design, customer experience and marketing research. — **Independent professional**
- 2021

EDUCATION

- 10/1988 — Sociology, **Complutense University of Madrid**
- 06/ 1993 — English as a Second Language **Cuyahoga Community College. USA**
- 08/1996 — Non-degree, Art & Photograph **Cleveland Institute of Art. USA**
- 09/1998 — Praxis of Sociology of Consumption and Market Research. **Complutense University of Madrid**
- 09/ 2000 — Specialist techniques applied social research and data analysis **Centro de Investigaciones Sociológicas (CIS)**
- 09/ 2002 — Doctorate Courses, Information Society **Pontifical University of Salamanca**
- 2005 — Several courses, conferences, highlighting: **An event Apart / Artifact**
- 2021 — Gestalt therapy **EMTG (Escuela Madrileña de terapia Gestalt).**

SKILLS

- Design research — 90 %
- UX Design — 80 %
- Qualitative Research — 90 %
- Quantitative Research — 75 %
- Analysis — 90 %
- Result Oriented — 80 %
- Management — 90 %