DANY GARCIA SOLANO

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Portfolio: dany.gs/portfolio.html

My purpose is to transform lives by designing meaningful, situated, inclusive, and human-centred experiences. I believe in the power of participatory design as a catalyst for social, organisational, and technological change. As a UX researcher and designer with a systemic approach, I have led projects in Colombia and Europe across sectors such as education, government, culture, and technology. I have brought together multidisciplinary teams and innovative methodologies, using qualitative research, speculative design, and prototyping to create digital products that respond to people's real needs.

RELEVANT EXPERIENCE

UX Research Consultant

Freelance | United Kingdom, Germany, Slovenia, Colombia   *Feb 2023 – Mar 2025*

• Designed and facilitated digital workshops with over 40 participants to create user-centred solutions and promote digital culture at the National University (Colombia).

• Designed and co-facilitated generative workshops using tools such as the New Metaphors toolkit, Design Fiction, backcasting, and prototyping for the u-institut (Germany).

• Designed a generative qualitative UX research workshop on urban planning for Prostorož (Slovenia).

IT Endpoint Specialist

University of the Arts, London | London, United Kingdom   *Apr 2024 – Mar 2025*

• Created and documented processes and refactored scripts in the Apple device management environment, improving success rates by over 200%.

• Optimised workflows using UX research tools applied to IT environments, bridging communication gaps between staff, support analysts, and endpoint specialists.

Creative UX Researcher (Fellowship)

u-institut | Berlin, Germany   *Apr 2023 - Oct 2023*

• Implemented co-design and participatory design to develop research methods that empower citizens to actively participate in public policy formulation.

• Created and facilitated participatory design methodologies to promote open, horizontal, and intentional dialogues among participants, testing new research methods in five European countries with over 30 participants.

Innovation Lead

Universidad Nacional de Colombia | Bogotá, Colombia   *Sep 2020 - Aug 2021*

• Conceived and prototyped digital products based on new media to develop educational tools and resources, including a multiplayer mobile game and XR experiences, tested through usability workshops.

• Coordinated an innovation team of 4 creatives for the development of interactive experiences, enhancing user engagement in educational contexts.

Multimedia Production Lead

Universidad Nacional de Colombia | Bogotá, Colombia   *Feb 2017 - Aug 2020*

• Coordinated and liaised with a variety of partners, including the Ministry of Education, IOM (UN), local governments, and businesses for multimedia content production.

• Led and managed multidisciplinary teams of 5 to 20 creatives to produce over 1000 educational resources, from conceptualisation to final delivery.

EDUCATION

MA, UX Design

University of the Arts, London | London, United Kingdom   *2021 – 2023*

BA (Hons), Film and Television Production

Universidad Nacional de Colombia | Bogotá, Colombia   *2010 – 2014*

LANGUAGES AND SKILLS

Languages

English (Advanced), Spanish (Native)

Technical Skills

User-centred design, Participatory design, Usability testing, User research, Adobe Creative Cloud, Project management, Figma, Miro, Kanban.

Soft Skills

Adaptability, Collaboration, Communication, Curiosity, Active listening, Problem-solving.