

DANY GARCIA SOLANO

dany.gs/portfolio.html

ABOUT ME

I am an **Experience Designer and Researcher** rooted in human-centred and planet-centric design, with a flair for **Multimedia Production**. I specialise in creating immersive, situated, and collaborative experiences that foster engagement and interaction through facilitation. My motivation comes from design's potential to shape a sustainable and inclusive future.

📍 London, United Kingdom

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LANGUAGES SKILLS

- **English**
Advanced
- **Spanish**
Native

- Generative research
- Qualitative research
- Workshop design
- Workshop moderation
- Project management

RELEVANT EXPERIENCE

○ Creative Experience Researcher - Fellow u-institut, Germany Apr 2023 - Oct 2023

- Proposed and implemented co-design and participatory design to innovate methods that empower citizens to actively engage in policy-making, and social debates.
- Conceived and developed a generative design research method to promote open, horizontal, and intentional dialogues among participants.
- Facilitated and tested the research method across cities in 5 European countries, with 30+ participants.

— User Experience Researcher - Consultancy Nova Transmedia, Colombia Feb 2023 - Mar 2023

- Led Nova's UX team (3 members) to conduct generative research to enhance digital culture among staff members for a key client.
- Designed and facilitated 3 participatory design workshops, 40+ participants total, to build a solution that promotes digital culture among the university staff.
- Mentored the team in the use of qualitative UX research methodologies to achieve future objectives.

△ Innovation Lead Universidad Nacional de Colombia Sep 2020 - Sep 2021

- Conceptualised and implemented new media projects to create educational tools and resources, including: a mobile multiplayer video game, and XR experiences, tested through usability workshops.
- Led the design and production of an interactive VR experience using decision paths to enhance learners' engagement.
- Built and analysed prototypes to explore and use new media in projects to create engaging experiences.

— Multimedia Production Lead Universidad Nacional de Colombia Feb 2017 - Aug 2020

- Liaised with diverse clients, including the Ministry of Education, IOM (UN), local governments and companies.
- Managed cross-functional teams of 5 to 20 filmmakers, designers and writers, to produce over 500 educational videos, executing the projects from ideation to delivery.
- Led the development and execution of multimedia strategies using transmedia and crossmedia methodologies to enhance pedagogical experiences.

EDUCATION

○ MA UX Design University of the Arts, London Oct 2021 - Dec 2022

△ BA (Hons) Film & TV Production Universidad Nacional de Colombia Jan 2010 - Jul 2014