

MARIANA DUPRAT

DESIGNING FOR EDUCATION

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Calgary, AB - CANADA

PROFILE

Award winning designer with a passion for User Experience and education.

Heavily involved in projects for educational technology, interactive exhibits, training simulators, educational toys and games.

EDUCATION

STANFORD UNIVERSITY

Master of Arts in Learning, Design and Technology

Stanford, CA 2014-2015

ÉCOLE NATIONALE SUPÉRIEURE DE CRÉATION INDUSTRIELLE

Exchange studies in Industrial Design

Paris, France 09/2008-02/2009

ESCOLA SUPERIOR DE DESENHO INDUSTRIAL

Double major in Industrial Design and Graphic Design

Rio de Janeiro, Brazil 2004-2010

SKILLS

Figma Sketch Zeplin InVision

Photoshop Illustrator InDesign

AfterEffects Premiere Final Cut

Rhinoceros Solid Works Cinema4D

HTML CSS JQuery Arduino

LANGUAGES

Native Portuguese

Fluent English

Proficient French

Basic Spanish

AWARDS & PUBLICATION

STANFORD GRADUATE SCHOOL OF EDUCATION & LEMANN FOUNDATION

Awarded a full joint fellowship

Stanford, CA 2014-2015

IXDA 2012 INTERACTION AWARDS (2 awards)

Best in Engaging Category
People's Choice Awards

Dublin, Ireland 2012

MICROSOFT RESEARCH DESIGN EXPO 2007

Represented my college, displaying our project during the Microsoft Faculty Summit and Design Expo

Microsoft Headquarters, Redmond, WA 2007

ARTICLE PRESENTED AT THE 1ST INTERNATIONAL ART, DESIGN AND NEW TECHNOLOGY CONFERENCE

"Development of an Interface that Allows MDX Based Data Warehouse Queries by Less Experienced Users"

Instituto Superior de Ciências Educativas
Lisbon, Portugal 2006

OLHAR 3D APP PRESENTED AT SIGGRAPH (APPY HOUR)

Museum app that brings interactivity into any exhibit by using iBeacon technology.

Los Angeles, CA 2016

INTERESTS

Educational Technologies, Informal Learning, Museums,

Learning processes, Interaction Design,

Ecological solutions, Science awareness

PROFESSIONAL EXPERIENCES

SMART TECHNOLOGIES

Senior UX Designer (06/2020 - Present)

UX Designer (04/2016 - 05/2020)

UX design of educational web products.

Prime UX Designer on lum.io, coordinating the execution of all features between 4 UX designers since 2020.

Consolidated, documented and evangelized the UX Design process in the team, integrating needs from several areas, such as legal departments, documentation, data analytics, support and teacher training.

Worked with PMs and dev managers to define, design and implement high level features and define roadmaps.

Helped put together a content creation team to populate the website with good quality educational content that highlighted our features

04/2016 - Present

Seattle, WA; Calgary, AB

STANFORD UNIVERSITY - TLTL

Transformative Learning Technologies Lab

Design Intern for Digital Fabrication in Education

Tailored the interface of a collaborative library of fabrication-based learning resources to fit the needs of teachers, students and self-learners.

06/2015 - 08/2015

Stanford, CA

IMPA

Visgraf (Computer Graphics Lab)

Research Assistant

Adapted the exhibit structure, narrative, visitor flow and graphic design of the french-brazilian exhibit "A look into the spaces of dimension 3", about the visualization of 3-dimensional varieties.

Designed the interface of a museum app that deepens the user's experience through location based technology.

09/2013 - 08/2014

Rio de Janeiro, Brazil

FIRJAN

Simulation Technology Center

Design Supervisor

Managed the execution of projects of training simulators for risk situations worth over 30 million dollars, leading the design, programming and engineering teams, totaling over 15 employees.

Created a management webtool based on work-floor interactions to guarantee the flow of information and responsibilities between all employees and areas.

03/2013 - 08/2013

Rio de Janeiro, Brazil

OVNI LAB

Start-up focused on Interactive products

Lead Designer

Managed and co-created all the design projects.

Led the implementation efforts of products that integrate digital and physical experiences.

Insured a seamless start-to-finish experience by developing easy step-by-step troubleshooting and installation guides.

Designed OVNI's brand and applications.

09/2011 - 11/2012

Rio de Janeiro, Brazil

MUSEUM OF LIFE

FIOCRUZ (Oswaldo Cruz Foundation)

Designer

Pioneered in-house development at the museum, co-creating and developing the interactive exhibit "Elementary". It was attended by over 15K public school students in 6 months.

Co-created, coordinated and executed the award winning Interaction cubes module.

11/2010 - 09/2011

Rio de Janeiro, Brazil

MBA CULTURAL

Product Designer

Developed innovative exhibit structures and tangible interactive modules for scientific museums.

05/2009 - 11/2009

Niterói, Brazil

GLOBO TV NETWORK

Graphic Design Intern

Created and executed motion graphics material for the TV programming announcements.

09/2007 - 02/2008

Rio de Janeiro, Brazil

DATASUS

Instructional Design Intern

Adaptation of pedagogical content for e-learning courses.

09/2006 - 03/2007

Rio de Janeiro, Brazil