Santiago Arconada

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Summary

I have 3 years of professional experience leading product development and release to market of hardware and 1 year building public-facing web and mobile tools. I thrive in interdisciplinary groups driven by product mission where I can wear many hats

Experience

Lead UI/UX | Emory University   **May '20 – Pres**
- Researched and designed two patient-facing mobile applications to be deployed in a user study at Children's Healthcare of Atlanta and Grady Memorial Hospital.
- Performed full development cycle for an iOS mobile app from concept to deployment on TestFlight

Project Lead Engineering | IKA Works   **Nov '16 – Aug '19**
- Released to market 3+ electrochemical instruments by performing the full development cycle (conception to release) 1 year faster than the average release timeline for the division
- Reduced cost of production to 1/10 of the market price (most accessible product across competition) of a key element in our instrument by prototyping and understanding key elements in existent setup.

Research Assistant | UC San Diego   **Dec '15 – Nov '16**
- Published a novel anti-coagulation monitoring technique by synthesizing nanoparticles and working in-vitro and with animal models to evaluate using the technology with humans
- Reduced the sample preparation and analysis time for Photoacoustic imaging from 15 to 2 mins by developing the first 3D printed platform and image processing tool on MATLAB to quantify signal strength

Projects

WebVR Development – Georgia Tech   **Aug '20 – Dec '20**
- Designed a novel Virtual Reality keyboard interface that supports in-controller typing and hand tracking interaction

Web Development – Office of Immigrant Affairs   **Aug '20 – Dec '20**
- Researched evictions due to Covid19 in the Hispanic population in the Atlanta metro area and deployed a web tool to assist individuals with obtaining protection from the CDC in the basis of qualifying requirements

UX Research – Georgia Tech Computing Site   **Aug '19 – Dec '19**
- Redesigned Georgia Tech's College of Computing website by conducting User Research to give design suggestions. This included analyzing a 200+ responses survey, an 8-participant card sorting activity, and full user testing design with 12 remote users

Education

Georgia Institute of Technology
M.S. Human-Computer Interaction
Aug '19 – May '21

UC San Diego
B.S. NanoEngineering
Minor in Psychology
Sep '12 – Jun '16

Skills

Development
Python • iOS • HTML • CSS • Firebase • Unity • Javascript

UX Research
User Testing • Affinity Mapping • Qualtrics • Interviews

Prototyping
CAD • 3D Printing • Figma • Design for Manufacturing

Other
VR • AR • Reverse Engineering

Publications & Awards

ACS Applied Materials & Interfaces, '17
Photoacoustics, '17
Nano Letters, '16

Horizons '20| People's choice
Startup UCSD '16| 1st Prize
Genentech Challenge '16| 2nd Prize
Ideator Challenge '15| 3rd Prize

Languages

Spanish • English • French