

Product Manager | UX Designer

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Hello, World!

Passionate about Product and Design, always looking to improve or create new products for customers, committed in every step of the way both from my knowledge and curiosity.

With more than 5 years as a consumer goods Product Manager, I am transitioning to the Digital field. I can say I have the Business and the Customer point of view.

Above all, I am highly motivated and I am a Team work advocate, trying to develop myself both professionally and personally in a challenging environment.

In a more personal note, I love traveling and nature, I am an amateur aerialist, and I am also an animal lover.

EDUCATION

- Product Manager THE PRODUCT MONSTER, SPAIN June 2020 - July 2020
- UX UI Designer IRONHACK, MADRID, SPAIN March 2019 - May 2019
- Community and Content Manager AULA CM, MADRID, SPAIN July 2014 - August 2014
- University Degree in Marketing and Business UADE, BUENOS AIRES, ARGENTINA March 2005 - December 2008 Graduated with honors (8/10)

SKILLS

Communication **Problem Solving**

Management

Analysis

Team Spirit Collaboration

Curiosity

Resourcefulness Strategy

Design Thinking

Agile

Trello / Jira

Sketch / Figma

Microsoft Office **Drive Suite**

> **Google Analytics** Adobe CS

HTML/CSS

EXPERIENCE

 UX/UI Designer AI SCOPE August 2020 - Currently

 Product Manager | UX Designer **FREELANCE**

March 2020 - Currently

Product Manager AVON COSMETICS

November 2017 - November 2019

- · Conduct research to identify customer needs
- · Create buy-in for the product vision
- Translate product strategy into requirements
- Develop product pricing and positioning strategies
- Scope and prioritize activities
- · Improve user experience
- · Manage product launches
- · Track progress, assess risks and communicate contingency and mitigation plans
- Project Manager **AVON COSMETICS** March 2015 - October 2017
- Account Manager E-CENTRY (DIGITAL AGENCY) October 2014 - January 2015
- Trade Marketing Analyst CALSA - AB MAURI HISPANOAMERICA November 2010 - May 2014

HOBBIES & INTEREST











LANGUAGES





YoLocal

Problem: during the pandemic lockdown I was worried about local business and their lack of digitalization.

Solution: geolocalized marketplace to find local business in your neighborhood.

Role: PM | UX Designer (group project)

Stage: defining roadmap, investors deck and next stages. Looking accelerators and investors.



Methodology and Tools:

Design Thinking
Figma
Miro
Whimsical
Marvel
Trello
Google Drive
Slack
Skype

Link to Case Study

Circus

Problem: the circus community is unattended. It is not easy to find a place to train or information about performances.

Solution: informative app where you can find circus shows and places to train no matter where you are.

Role: UX/UI Designer (individual project)

Stage: momentarily on standby.



Methodology and Tools:

Design Thinking
Kanban
Trello
Sketch
Flinto
Google Drive
Diagrams
Photoshop
Lots of post its and paper

Link to Case Study

Bronze & Glow

Problem: products proposal came from UK, and we had some specific needs in our market (bronzing line for our portfolio).

Solution: we managed to negotiate with an external vendor and launched a collection with four products related to the market.

Launched: April 2019

Result: boosted product sales by over 30% more than expected.

Role: Product Manager



Process

Problem: presentations to C-level were changing on daily basis. Lack of standardization and many request from different teams resulted in many hours generating those presentations.

Solution: I gathered information and requests from the team, and created a template to generate different waterfalls with the most important information.

Result: time for slides preparation was reduced in 20% al least.

Role: Project Manager

