JIOVANY ELIZALDE MARTÍNEZ

Architect · UX/UI Designer · Museography

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PROFILE

Architect with experience across architecture, museography, information design, and digital experience design. My background includes architectural design, visualization, museum projects, and visitor experience, including my work at Casa Luis Barragán and collaboration with a Japanese architectural practice. I am expanding my practice into UX/UI design, bringing an architectural approach to spatial thinking, visual systems, information architecture, and user experience.

CORE AREAS

UX/UI Design	Information Architecture	Museography & Information Design	Architectural Design & Visualization

PROFESSIONAL EXPERIENCE

2018–Present

Casa Luis Barragán · Mexico City

Architecture · Museography · Visitor Experience

- Architectural research, museography, exhibition and information design within a modernist house museum.
- Development of museum interpretation projects, including the Casa Barragán Timeline and Barragán Passport.
- Contributed to visitor-experience initiatives and digital content and UX concepts for museum visitors.

2024

AQT 一級建築士事務所 · Japan

Architectural Design · 3D Modeling · Visualization

- Contributed to conceptual and architectural development of a residential project in Yokohama.
- Developed CAD studies, 3D models, and architectural visualizations through an iterative design process.
- Worked within a Japanese architectural practice, adapting to different conventions for plan representation and design development.

SELECTED DESIGN PROJECTS & COMPETITIONS

2026

Kaira Looro Architecture Competition · Southern Senegal

Community Center

- Conceptual and architectural design, 3D modeling, visualization, design coordination, reviews, and design development.
- Explored an adaptable community space through iterative studies of plan, structure, thresholds, and spatial relationships.

2025

Kaira Looro Architecture Competition · Southern Senegal

Nursery School

- Conceptual and architectural design, CAD development, 3D modeling, structural studies, and visualization.
- Developed an adaptable educational environment using local materials and a simple construction system.

2022

Mextropoli Pavilion Contest No. 24 · Mexico

Architectural Design

- Architectural concept and design development.

2021

Mextropoli Pavilion Contest No. 23 · Mexico

Linear Pavilion

- Architectural concept and design development.

SELECTED UX & MUSEOGRAPHY WORK

2026

Casa Luis Barragán · Digital Experience

UX/UI Design · Google UX Design Certificate

- Designed a dedicated mobile app and responsive website concept to improve information discovery, ticket planning, accessibility, and museum content.
- Conducted informal on-site conversations with visitors to identify difficulties around ticket availability, navigation, planning, and access to museum information.
- Developed information architecture, user flows, low- to high-fidelity wireframes, visual system, responsive layouts, and an interactive Figma prototype.
- Translated spatial principles associated with Casa Luis Barragán into a digital interface through controlled asymmetry, negative space, visual hierarchy, and compositional references.

2023–2026

Casa Barragán Timeline

Museography · Information Design

- Developed a visual timeline connecting Luis Barragán's life and work with contemporary art, architecture, cultural figures, and historical events.
- Reworked the original system to improve comprehension for visitors with different levels of architectural and cultural knowledge.
- Developed visual hierarchy, category coding, legends, and contextual connectors to make relationships between events and subjects easier to understand.

2025

Barragán Passport

Museography · Editorial & Experience Design

- Developed the concept, visual language, page structure, graphic materials, and working drafts for a self-guided museum visitor guide.
- Structured content around the visitor journey, combining spatial information, architectural details, historical material, and interactive elements.
- Delivered the developed visual system and working draft as the basis for subsequent editorial production.

EDUCATION & TRAINING

2026

Google UX Design Certificate

UX/UI Design

2024

Universidad Nacional Autónoma de México (UNAM), FES Aragón

Architecture

SKILLS & TOOLS

SKILLS

- UX/UI Design
- Information Architecture
- Museography
- Architectural Design
- Information Design
- Visualization

TOOLS

- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- AutoCAD
- Rhino
- SketchUp
- Lumion
- Microsoft Office

LANGUAGES

Spanish — Native

English — Medium

Japanese — N4

PROFESSIONAL FOCUS

Open to opportunities in UX/UI design, digital and product experience, information design, museography, visual communication, and interdisciplinary design roles where architectural thinking can contribute to user-centered work.

PORTFOLIO

www.jiovanyelizalde.com · Selected work, UX case study, museography projects, architecture, and visual research.