

Summary

I'm a digital designer with over 10 years of industry experience in game development and advertising. My approach to design is a blend of user centered design, milestone focused development and problem solving. I'm interested in challenging projects that allow me to explore new technologies and push my creativity to further my career.

Work Experience

UX/UI Designer (Contract) At Bo Jackson Battle Arena (Game Studio) 03/2026 - Current

- Creating a mobile version of a card collecting sports game inside Unity
- **BoBA Mobile** - Menu flow, UX design, UI design and game dev support for the development of a card collecting mobile game.

UI Artist (Contract) At No Holds Barred (Game Studio) 07/2025 - 08/2025

- Creating UI art and designs inside Fortnite Creative.
- **Project: Dead Tide** - Designed UI art style for the HUD, PopUp messaging and rank progression. Creating the logo and Thumbnail for the map as well.

UI Artist At Jogo (Game Studio) 07/2024 - 01/2025

- Creating UI art and designs inside Fortnite Creative as well as marketing art.
- **Project: The Pit of Legends** - Working on menu layouts, UI art, and interacting with the team to improve the user experience in the map. Also creating the logo for the map and marketing art for social media.

Senior UI/UX Designer (Contract) At 1st Playable Productions 03/2023 - 05/2024

- Working as a UI and UX designer for several projects, both in console and mobile. Also doing in engine implementation for UI features.
- **Project: Pickleball Smash (Console game)** - Defining UI art style for the game as well as exporting art for Unity.

UI/UX Designer (Contract) At ForeVR Games 05/2023 - 10/2023

- Worked as the main UI artist on the game, defined UI Art style together with the art director and exported and implemented the art assets in engine.
- **Project: Suck It (VR Shooter)** - Designed UI elements to enhance gameplay and main menu.

Senior UI Artist At Monumental (Game Studio) 06/2022 - 01/2023

- Worked with the UX team generating designs for improvements and new features for existing games. Collaborated with engineers and VFX artists to implement features in Unity. Optimizing game for multiplatform deployment.
- **Project: Mythgard (PC Game)** - Worked as the main UI designer for the project. Reviewed design documentation, updated the UI art style and made art for new game features to then implement those designs in Unity. Improved visual hierarchy for gameplay UI features by 50%.

UI Artist - Senior UI Artist At Electronic Arts 05/2021 - 06/2022

- Managed features from ideas and wireframes through the design process to fully implemented using Unity.
- **Project: Tap Sports Baseball '22 '21** - Developed new features for the project including the customization for the user's avatar and profile. Improved the flow and UX of the game, increasing user engagement and SLPU.

UI Artist At GLU Mobile 06/2015 - 05/2021

- Defined UI flows and UI art style, created marketing art and iconography. Worked on full fledged features from design, then built prefabs in Unity, and coordinated hand offs with the engineering team
- **Project: Tap Sports Baseball '21 '20 '19 '18** - Marketing art for '18 and '19. Led the UI design and implementation for the 2020 release. Built the new Pitching feature, improved navigation for the home screen, worked on branding, UI prototypes, prefab construction, animation and polish.
- **Project: WWE Universe** - UI art and 2D art support
- **Project: Undisclosed racing game** - Finalized and updated an existing UI art style, defined the flow of the core loop together with the game's designer and PM. Implemented the UI while keeping to best practices established by the team's engineers.

Lead Design Intern At Cellec Games 08/2014 - 04/2015

- Managed the creation process of new IPs, worked with the GM and leads to make sure that the team's projects were within scope. Also functioned as UI artist and producer for several games.
- **Project: Dr. Girder's Bones** - Designed UI layout and art. Medical trivia game IOS and Android.
- **Project: Type Twister** - Worked as the main producer for the game, managed task lists and deadlines. Made art for the game's UI and backgrounds. Optimized assets in Unity. Supervised the development of vfx, sound and music.

Education

Master's of Science in Game Design At Full Sail University 2014 -2015

Graduated as Valedictorian / Advanced Achievement Award / Course Director's Award

Bachelor's Degree in Graphic Design At Universidad Nueva Esparta 2002-2007

Skills

- UI Design
- UX Design
- Art Direction
- Animation
- Graphic Design
- Branding
- Marketing Art
- Web Design
- Product Design
- Mentoring
- Project Management
- Documentation

Software

- Photoshop
- Illustrator
- Unity 3D
- After Effects
- Figma
- In Design
- Unreal Engine
- Premiere
- HTML
- CSS
- Blender

Languages

- English
- Spanish

