

## Summary

I am a visual designer focused on interactivity and UI design. I'm passionate about the interactions between the user and the product. I'm interested in creating artwork and designs that are engaging for consumers, as well as developing competitive projects, based on benchmarks in technology and creativity.

## Work Experience

**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 and marketing art for feature milestones.

**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** - 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 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.
- **Project: Mythgard** - 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.

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

- Took ideas from concepts and wireframes through the design process to fully implemented features 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.

**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.

**Senior Web Designer (Contract)** At 3WV.net Media Solutions 01/2013 - 06/2013

- Managed client's needs and team workflow. Creating websites, from layout design, art and site development in HTML. Also worked on branding and promotional material.

**Creative (Graphic Designer)** At DLB Group 04/2008 - 11/2011

- Worked with brands including TNT, HTV, Cartoon Network, Motorola, Kraft, Stanhome. Worked in print, web, promotions, corporate events and guerrilla marketing.

## Education

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

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

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

## Skills

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

## Software

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

## Languages

- English
- Spanish

