



FCO. JOEL MORANDO

DESIGNER / ARCHITECT

PERSONAL

BIRTH DATE 02/may/89
NACIONALITY Mexican
CIVIL STATUS Single

CONTACT

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COMPETENCIES

Autocad	● ● ● ● ● ● ● ●
SketchUP	● ● ● ● ● ● ● ●
V-RAY	● ● ● ● ● ● ● ●
Photoshop	● ● ● ● ● ● ● ●
Figma	● ● ● ● ● ● ● ●
3D MAX	● ● ● ● ● ● ● ●
Illustrator	● ● ● ● ● ● ● ●
Indesing	● ● ● ● ● ● ● ●
Unity	● ● ● ● ● ● ● ●
HitFilm	● ● ● ● ● ● ● ●
C#	● ● ● ● ● ● ● ●
Bilingual SP/EN	● ● ● ● ● ● ● ●

PORTFOLIO

www.behance.net/pacomorando

PROFIL

I graduated as an architect at the "Universidad de Guadalajara" in 2014. During my academic formation I participate in different extracurricular workshops directed by international renown architects, Tatiana Bilbao in 2008 and Ph.D Juan Ignacio del Cueto in 2010.

I am a person that likes to synthesize the information so i can reach a deeper level of understanding. I'm open to learn new things, being open-minded has been a really important part in my formation. I have a receptive and compressive attitude and from that point discuss and generate the ideas. I always prefer objectivity and analysis over negativity and prejudice.

PROFESSIONAL EXPERIENCE

ACTU Feelance

Occasionally i make commissions for architectural projects, graphic design and mechanical engineering blueprints. I also have a personal project of photography and video.

2016 Saturn Apple Studios Design manager

2 years working in game development, basic programming in C#, and graphic design. Saturn apple studios is a startup focused in game development, web design and app development. I was the design manager and quality supervisor, here i had the opportunity to acquire experience with UI and UX design.

2015 Iprodisa Project manager

With Iprodisa i worked for one year and three months. I was co-designer and supervisor, i made graphic representation for electro mechanic projects. I also drew blue prints for industrial machines. Here i worked for companies as Boehringer, Bemis, Interlub, Bio Zoo and o.

2013 PALCCO Design assistant

PALCCO is a museum for TV, radio and culture in Guadalajara. I worked there in a late stage of its construction. I made interior and architectural design and 3d modeling for the building.

2009 Hidrosanitarias Residenciales Project assistant and supervisor

Designer and supervisor for 3 and a half years of hydraulic and sanitary systems for buildings as residential houses, universities, schools, parks. etc