



BELEN MORALES

Interaction & Game Designer



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Portfolio Website:

<https://belamore.github.io/Morales-Portfolio/>



LinkedIn:

www.linkedin.com/in/bmorales003

SUMMARY

Passionate and dedicated designer with experience in interaction and game design, seeking a career where I can apply my skills to create engaging and user-focused experiences.

SKILLS

- Game Design
- Interaction Design
- Web Design
- Adobe Creative Suite
- Figma
- Illustration
- Communication Skills
- Teamwork

LANGUAGE

- English
- Spanish



EDUCATION

2021

DEC

2025

Bachelor of Fine Arts - Interaction & Game Design

Cal State University, East Bay
Hayward, CA

GPA: 3.6

2016

2021

High School Diploma

Arroyo High School

San Lorenzo, CA

Extracurricular: Marching Band

GPA: 3.2



PROJECT EXPERIENCE

2025

Dialex - Smartwatch Translation App Design Concept

- **Course:** UX Theory & Design
- **Summary:** A smartwatch app design that enables easy translations, all from the convenience of your wrist
- **Roles:** Project Management, Lead UX/UI Visual Designer
- Managed the entire project schedule
- Designed the high-fidelity wireframe using Figma

2024

Button Mash - Interactive Game

<https://belamore.github.io/Button-Mash/>

- **Course:** Interaction Design Studio
- **Summary:** A Simon Says style game where two players compete against each other to gain the most amount of points under the time limit (created with p5.js)
- **Roles:** Game Designer, Character Designer, UI Designer, Programmer, Website Design & Designer
- Primary role - designing player 1 and player 2 mascots and programming their winning/losing states
- Designed the game screen layout
- Programmed buttons, timer, & player scores

2024

Bunny Jump - Platformer Game

<https://belamore.github.io/BunnyJump/>

- **Course:** Interaction Design Studio
- **Summary:** A cute platformer game where the player's avatar is a pink bunny exploring the wilderness while having to avoid enemies and collect carrots
- **Roles:** Game Asset Designer, Programmer, Level Designer, Website Designer & Developer
- Designed the player and enemy characters, platforms, bouncy mushrooms & carrots. Programmed their functionality