



# BELEN MORALES

## Interaction & Game Designer



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Portfolio Website:

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



LinkedIn:

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## 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

2017

2021

### High School Diploma

Arroyo High School

San Lorenzo, CA

Extracurricular: Marching Band

GPA: 3.2



## PROJECT EXPERIENCE

### Dialex - Smartwatch Translation App Design Concept

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

2025

- **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

### Letter to Future-self - UX Project

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

2024

- **Course:** Interaction and Experience Design Foundations
- **Summary:** A user experience design that enables users to engage in a unique form of self-reflection by communicating with their future self
- **Roles:** User Experience Designer
- Conducted research and a survey to assess the effectiveness of the design and its potential to meet the design goal
- Prototyping, user testing, and reiterating the design
- Designed custom envelopes to enhance the overall experience

### Button Mash - Interactive Game

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

2024

- **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 Designer & Developer
- 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