

ANA GLEZ MEMBRILA

GRAPHIC DESIGNER

 <https://dogge6458.github.io/portfolio/>

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I work as a graphic designer specializing in UX/UI. I enjoy keeping up with new technologies that add value to user experiences and continuously expanding my knowledge in this area. My work combines visual aesthetics with functionality, creating design solutions that solve real-world problems.

WORK EXPERIENCE

UX UI Designer

Forentec - Cyber forensics

January 2025 - December 2025

Colima, México

- Created different prototypes and designs for websites and apps following the client's needs.
- Led a team of 4 people as a product manager, establishing methodologies to maintain communication and organization between backend and frontend developers.
- Participated as a speaker and staff member in the 2025 vulcan event of Tec of Colima and as a speaker in the 2025 Coloquio of the university of colima
- Proposed visual solutions and contributed ideas during feedback sessions.

Design Department Representative

RedLingua - Virtual Language Center

June 2022–July 2025

Colima, México

- Designed content for social media grids.
- Worked as a content creator and community manager.
- Helped establish a new brand identity for the digital business.
- Created editorial designs for digital materials.

Technical Illustrator Intern

INAH

2021-2022

Colima, México

Illustrator and Designer

Freelancing - Illustration and design

2019–2023

Colima, México

- Mentored art students and drawing club members
- Created design works for businesses
- Produced digital and traditional illustrations

SKILLS

- High/ low wireframing
- Teamwork
- Design system
- Project Management
- Effective and constant Communication
- Critical and creative Thinking

TOOLS

- Figma
- Adobe suite
- Affinity
- Notion
- Trello

LANGUAGES

- Spanish
- English
- French

EDUCATION

Graphic Designer

University of Colima

PNL

Amosli