

Alejandro Moreno

Product designer

<https://www.alejandromorenomartin.com/>

<https://www.linkedin.com/in/alejandromorenoproductdesigner/>

alejandromorenomartin1990@gmail.com

"May design be the result of observation, creativity, collaboration, and the resolution of concrete problems."

Experience

Product designer @ Geomites

2023 - Present

Market research, heuristic and content evaluations, information architecture, user flows, wireframes, prototypes, and working closely with developers to ensure designs are implemented effectively

Product designer @ Atipiko Tours

2023

Atipiko Tours is a company dedicated to organizing trips worldwide. The objective of the project was to design and develop a website that would establish the company's online presence and enable users to view offers and make reservations

Product designer @ Tattoo Paradise

2022

Tattoo Paradise is a personal project that entails building a mobile application from the ground up, enabling users in the realm of tattoos to browse designs and discover independent studios and artists based on their preferences

Product designer @ Senzo Studio

2021

Senzo Studio is a VFX company dedicated to the creation of visual effects for film production companies. The objective of the project is the design and development of a website that positions the company online and allows users to obtain basic information and view the company's showreel

Toolstack

HTML, CSS, JavaScript, Notion, Slack, Miro, Figma, Abode XD, Adobe ilustrator, Adobe After Effects, Wordpress, Framer and Webflow

Languages

Spanish (native) & english advance (C1)

Education

Domestika

2023

Introduction to After Effects

Advanced After Effects

Udemy

2023

Advanced CSS

Interaction Design Foundation

2021-2022

Foundations of User Experience

User Research

Gestalt Psychology

Human-Computer Interaction

Design for the 21st Century

Emotional Design

Information Visualization

Mobile User Experience

Visual Design

UI Design Patterns

Google & Coursera

2021

Foundations of User Experience Design

URJC

2016

Marketing degree

Skills

User research, ideation, facilitation, prototyping, design systems and communication