

PROFILE

I specialize in create functional and aesthetic experiences for web and mobile apps centered design human, high fidelity prototyping and icons design lover. Over 8 years of experiences working on projects of a broad range of fields.

EXPERIENCE**frog** Sr. Interaction Designer 2020 – Now | Remote

- Relevant experience: CUNA Mutual Group: Loan Officer Experience, Forever21, GE (Energy).
- Tasks included: design system, interaction design, interface design, prototyping, micro-interaction and handoff.

23 Design Visual and Interaction Designer 2018 – 2020 | Hybrid

- Relevant experience: Bitso App via 23 Design (2018), Credilikeme via 23 Design (2019).
- Tasks included: interaction design, interface design, prototyping, micro-interaction, design system and handoff.

gluo Interaction Designer 2017 – 2018 | On site

- Tasks included: interaction design, interface design, prototyping and handoff.

EDUCATION**The Interaction Design Foundation (Online)** 2020 – Now

- UI Design Patterns for Successful Software
- Interaction Design for Usability

Platzi 2014 – 2017

- Career Product Design & UX
- Product Design by Aerolab

BUAP 2010 – 2014

- Bachelor Degree in Graphic Design
- Audiovisual design specialization.

TEACHING**Domestika : UI Kit Creation with Sketch (Online Course) – Teacher** 2021 – Now

- Planning, recording and teaching how to create UI Kits in Sketch using the Atomic Design methodology.

Sketch : Sketch&Design Meetup – Co-organizer & Speaker 2017 – 2020

- Organizing meetup and giving talks on: Atomic Design, Design System, Handoff, Version Control, Prototyping.

SKILLS

- | | | |
|-------------------|-----------------|------------------|
| • Wireframing | • Detail design | • HTML Knowledge |
| • Design process | • Prototyping | • CSS Knowledge |
| • Product focused | • Motion design | • JS Knowledge |

TOOLS STACK

- | | | |
|----------|-------------|------------|
| • Figma | • Webflow | • Artboard |
| • Sketch | • Protopie | • Rive |
| • Framer | • Principle | • and more |