Miguel Martínez

Senior Interaction Designer, based in Mexico.

migue.design

hello@migue.design

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.

Spanish: Native   **English** : Limited

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

TOOLS STACK

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

2024