

# Milena Ortiz Torres



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I am a professional in architecture with a Master's degree in digital humanities, in the last 4 years I have deepened my experience in UX/UI design for web and mobile interfaces, which has allowed me to develop interfaces that are intuitive, accessible and easy to use, reflecting my commitment to creating technological solutions that harmonize aesthetically and functionally. My goal is to continue fusing technology with digital humanities to generate significant impacts in the projects I tackle.

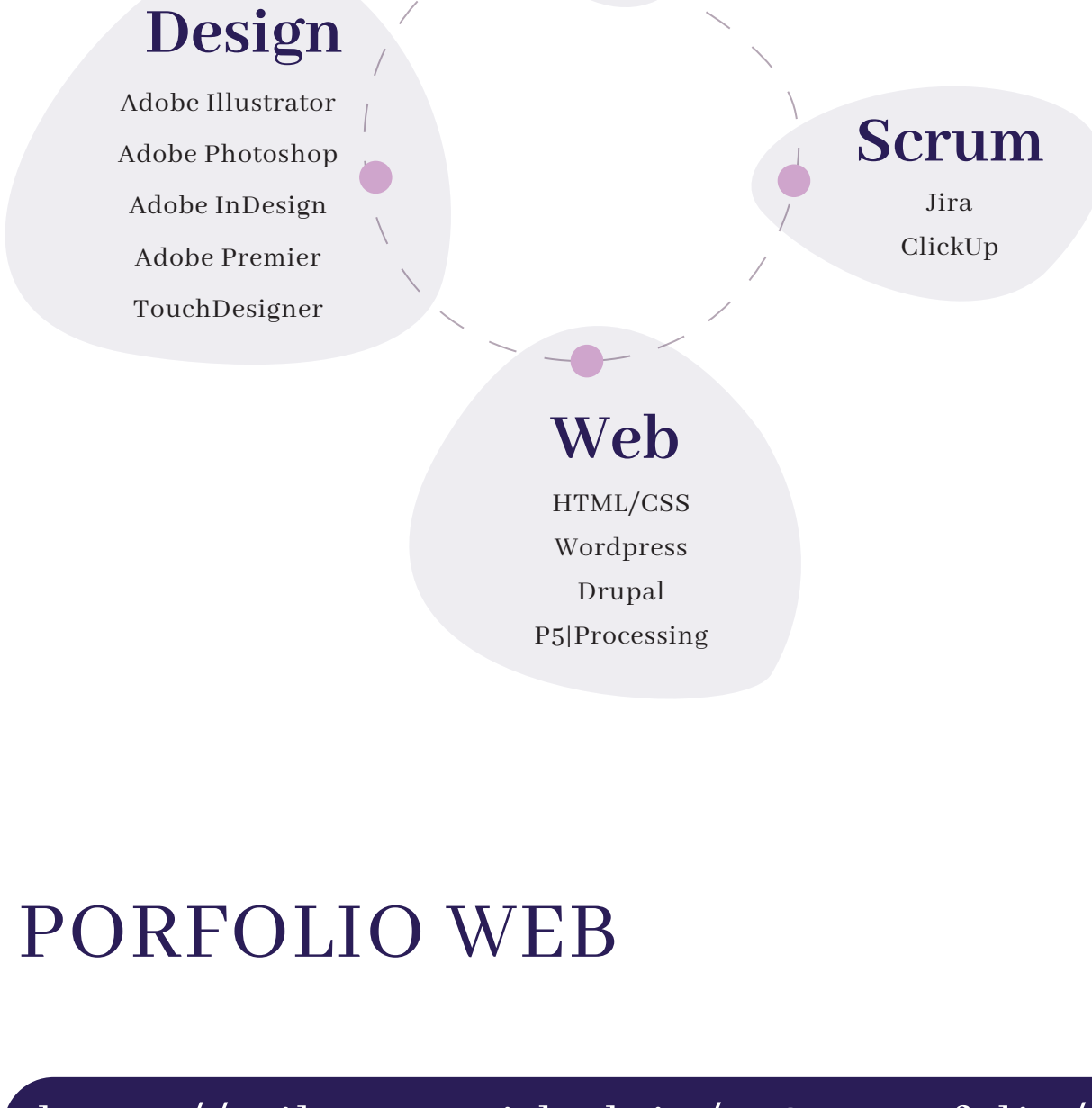
## VIDEO PRESENTATION

<https://youtu.be/kjIKTHFD4YI>

## SKILLS

- UI Design
- Web Design
- Prototyping and wireframing
- Agile development
- Project Management
- Scrum
- Visual and interaction design
- User testing and usability
- Responsive and mobile design
- UI/UX design patterns and principles
- Accessibility and readability
- Collaboration and teamwork

## TOOLS & SOFTWARE



## PORFOLIO WEB

[https://milenaor.github.io/MO\\_Portfolio/](https://milenaor.github.io/MO_Portfolio/)

## PROJECTS

- Mandeleros Textures of a Surviving Community**  
This digital product was a web and mobile interface, the result of a curatorial investigation related to forced displacement, which is a phenomenon that was born through the internal armed conflict in Colombia. The project is developed through the work of the artist Dayro Carrasquilla, who through his works recounts the impact that this act of violence has had on his community in the Nelson Mandela neighborhood.  
<https://museodememoria.gov.co/mandeleros-especial-web/>
- Resist the absence, persist in the pursuit**  
The result was a web and mobile interface, which relates the implications of forced disappearance in Colombia. Here it is shown and described from the first case of this victimizing fact and in turn makes visible the suffering suffered by their relatives and the organizations that have been formed through this phenomenon produced by the internal armed conflict in Colombia.  
<https://museodememoria.gov.co/desaparicionForzada/index.html>
- SaNaciones: Caminos de resistencia**  
This is a web and mobile interface design that houses the curatorial work done by 10 indigenous communities in Colombia. It shows the healing and resilience processes that each of the communities that have been victims of the internal armed conflict in Colombia have had to go through.  
<https://museodememoria.gov.co/sanaciones/>
- Renacer Bagreño**  
This is a virtual exhibition that was carried out with the community that lives in the Bagre municipality, in Bajo Cauca in Antioquia. The curatorial investigation recounts the socioeconomic dynamics around the theft of gold due to its proximity to large water sources.  
<https://museodememoria.gov.co/elbagre/>
- La pasticceria di Adriana**  
This digital product was the web design for a new brand of cakes and cakes. A page was designed with the objective of being an e-commerce, so that users could buy their products through the page.  
[https://www.youtube.com/watch?v=It5B\\_TjVQfE](https://www.youtube.com/watch?v=It5B_TjVQfE)

## Work Experience

- Centro Ático, Pontificia Universidad Javeriana**  
**UX/UI DESIGNER**  
**September 2023 - Present**  
My main job is to explore innovative ways to provide an enriching educational experience for students using different platforms and interfaces. For this, I focus on analyzing the good practices that experimental laboratories have had, such as the importance of technology in the generation of new knowledge. An example of this is applying augmented or mixed reality in educational contexts, tinkering with different programming languages applied to educational environments, creating games as tools to help learning, as well as experimenting with new forms of digital narratives.
- Bogotá District Archive**  
**UX/UI DESIGNER**  
**August - December 2023**  
I supported the design and development of interfaces for research projects of the Bogotá District Archive Directorate, for the promotion, dissemination and pedagogy of the documentary heritage and historical memory of Bogotá.
- Museum of Memory of Colombia**  
**DIGITAL LAB TEAM LEADER**  
**JUNE - DECEMBER 2022**  
-I led and coordinated the digital laboratory team, in the creation of digital products, with the aim of disseminating the research carried out in the Museum. The focus was to promote the use of technology to create a unique and attractive user experience.  
-As the leader of a design and development team at the CNMH digital laboratory, I used the Scrum methodology to establish clear milestones and deadlines for projects, and track project progress. I worked with the team to identify and solve obstacles and problems in the design and development process, making sure that the team was in line with the objectives of the Museum of Memory of Colombia.  
-I fostered the culture of innovation and creativity within the team of the Museo de Memoria de Colombia, organizing participatory workshops in which the team worked closely together finding new ways to improve the quality of work and the efficiency of digital products.
- Museum of Memory of Colombia**  
**UI DESIGNER**  
**MARCH 2021 - MAY 2022**  
-I designed and developed web and mobile interface prototypes for the Digital Lab at the Memory Museum of Colombia, utilizing skills in visual and interaction design and creating functional prototypes of medium and high fidelity.  
-I managed user interface tools and kits, and designed for accessibility and usability, working collaboratively with interdisciplinary teams including developers and UX designers.  
-I collaborated with designers and developers to create a consistent and effective user experience, maintaining a focus on responsive design principles.
- Beyond The Book Media**  
**FORMAT DESIGNER**  
**2021-Present**
- Freelance**  
**UI DESIGNER**  
**MARCH 2019 - MARCH 2020**  
-I had the opportunity to design the graphic interface for a new pastry brand. The most interesting challenge of this project was to incorporate the graphic style of the brand and build the design system and UI kit.  
-The other project I did was the website for an architecture and interior design company. For this project, I made a high-fidelity prototype and with the different corresponding interface designs so that the product was responsive.
- Grupo Verde Ltda**  
**ARCHITECT**  
**2018-2020**
- Urbanitá**  
**ARCHITECT JUNIOR**  
**2016-2017**

## Education

- In progress**  
**Master in Digital Humanities**  
University of Los Andes, Colombia
- 2016**  
**Professional in Architecture**  
University of la Salle, Colombia

## Certifications

- UX/UI Design Bootcamp: learn Design Thinking and Figma**  
**MAY 2023**
- Scrum Professional Course**  
**APRIL 2022**
- UI/UX Interface Design Fundamentals Course**  
**MARCH 2022**

Contact Me

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