

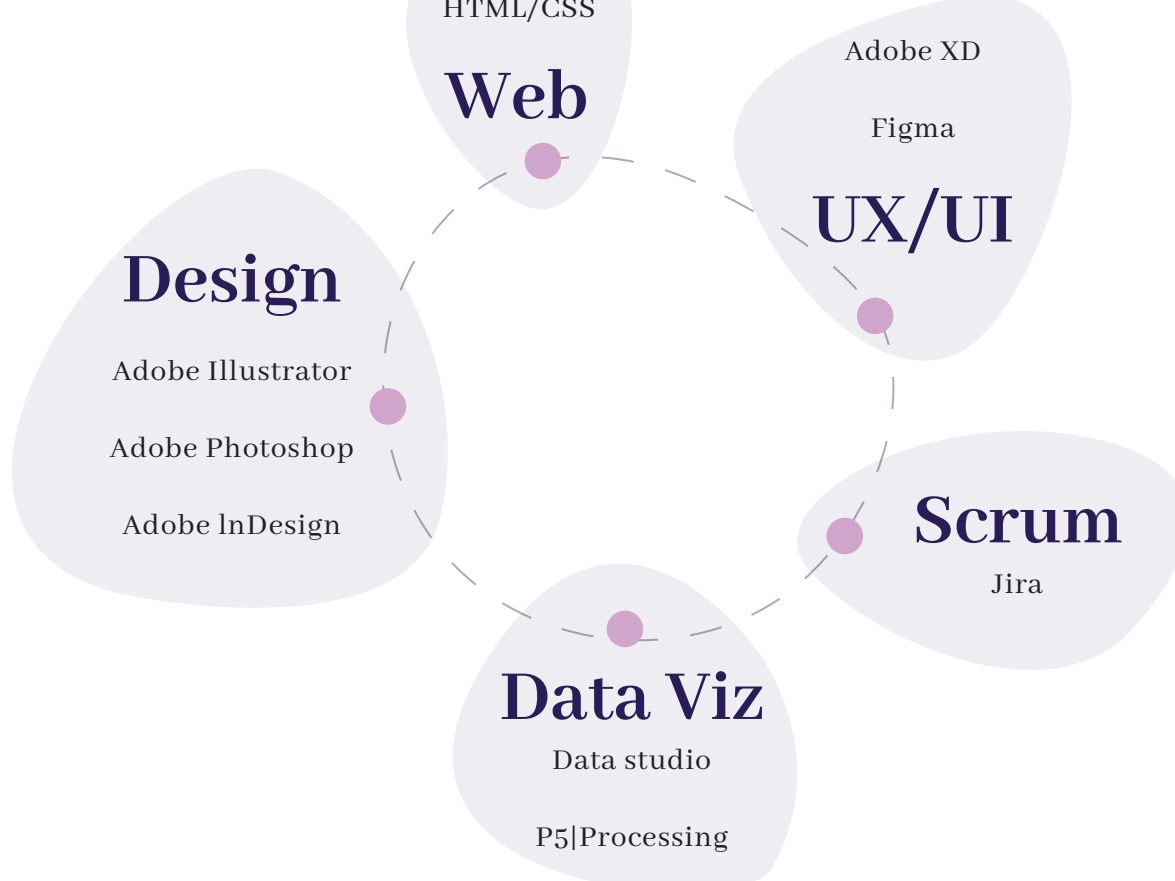
Milena Ortiz Torres

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📍 Bogotá, Colombia

During my three years of experience as a UX/UI designer I have had the opportunity to create prototypes for web and mobile interfaces that are attractive, intuitive and easy to use. I am aware that in this work detail is part of success, that is why details and improvements are a premise in user stories during scrum sessions. I love being able to have autonomy to propose new ideas and solutions to problems in order to achieve the best result within the team. Apart from understanding the principles of interface design, I understand the programming languages that the development team uses such as HTML/CSS and JavaScript, so I know that I have the ability to support the team when necessary. Finally, creativity and design is something that I am passionate about and leads me to achieve beautiful and useful results, where users feel comfortable and happy with the product they are interacting with.

Skills



“Some of my design work and mix of my knowledge

https://milenaor.github.io/MO_Portfolio/



Work Experience

● Museum of Memory of Colombia

DIGITAL LAB TEAM LEADER

2021-2023

As a leader, I coordinate the administrative requirements, responding to the needs of the Museum from the Digital Laboratory team. I also help the digital laboratory to articulate with the other teams that make up the Museum of Memory of Colombia to carry out projects that have technological components. I use the Scrum methodology to follow up on digital and technological products and with this comply with our schedules.

● Museum of Memory of Colombia

IU DESIGNER

2020-2021

As a UI Designer I worked on user interfaces, creating screen environments that are easy to use, attractive and interesting, giving a characteristic language to each curatorial research within the Museum. As a result, these interfaces can help promote a broader view of digital products, in this case Exhibitions and Digital-Specials.

I work on the optimization of the visual style of websites, applications and digital products, focusing on the need to attract users and improve their experience. I integrate design elements such as fonts, colors, graphics, menus, user buttons, and images.

I communicate to the team the strengths and difficulties that the digital product has had, in order to make the necessary adjustments so that the user has a better interactive experience.

● Beyond The Book Media

FORMAT DESIGNER

2021-Present

My work process in the editorial is to receive manuscripts made by the authors, and format them in the way to meets the standards to be published through Amazone and in parallel to print as a physical book. After final approval, each book is converted to EPUB, which is the eBook format used by Kindles. Additionally, I design journals, workbooks, planners and book covers.

● Grupo Verde Ltda

ARCHITECT

2018-2020

Approach and design of the public space under the premise of recovering the urban fabric adjacent to Parque 93. The idea is to highlight the cultural and recreational characteristics present in the sector integrated with the pedestrian as the main actor in these 'streets of life'. Participation in the design of the Bicentennial public park located in Cartagena de Indias. It is the place that collects inherent social and cultural components of the Caribbean region, becoming a space that generates peace.

● Urbanitá

ARCHITECT JUNIOR

2016-2017

Design and conceptualization of the Sustainable Urban Design Manual for the 2016-2017 Barranquilla road plan. The initiative is to change the conception of the city with respect to the ecological environment, extreme natural phenomena and coexistence among the citizens themselves in the public space.

Certifications

● UX/UI Design Bootcamp: learn Design Thinking and Figma

MARCH 2023

● Scrum Professional Course

APRIL 2022

● UI/UX Interface Design Fundamentals Course

MARCH 2022

Education



Contact Me

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