

JORGE MONTOYA

UX UI - PRODUCT - VISUAL DESIGNER

CONTACT INFO_

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EDUCATION_

WEB DESIGNER CESDE 2000-2002	GRAPHIC DESIGNER ITPB (PASCUAL BRAVO) 2004-2007
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EXPERIENCE_

PRODUCT DESIGNER

2023 - ACTUAL ABATECH

Product designer with multiple projects that feed the network of the company holding, working with the team PO, QA and devs.

- Create user personas, user journey maps, and other UX artifacts to guide the design process.
- Design wireframes, prototypes, and high-fidelity mockups for web and mobile applications.
- Iterate on designs based on feedback from stakeholders and user testing.
- Ensure consistency and coherence across all touchpoints of the user experience.
- Collaborate with developers to ensure designs are implemented accurately and efficiently.

UX UI - VISUAL DESIGNER

2019 - 2023 HUGE

UX UI Designer for Google, UI designer for Stellantis (Dodge, Ram, Jeep, Chrysler)

- Design wireframes, prototypes, and high-fidelity mockups for web and mobile applications.
- Iterate on designs based on feedback from stakeholders and user testing.
- Collaborate with developers to ensure designs are implemented accurately and efficiently.
- Stay updated on industry trends and best practices in visual design.
- Create figma templates and micro design systems to work with and incredible amount of ads in minimal time.

UI UX DESIGNER

2018 - 2019 WOLOX

Senior UX UI designer for YummiQ, Treep app and Gerit.

- Collaborate with product managers and stakeholders to define project goals, objectives, and success criteria.
- Conduct user research, including interviews, surveys, and usability testing, to gather insights and understand user needs.
- Analyze research findings and translate them into actionable design solutions that address user pain points and improve overall user experience.
- Create wireframes, prototypes, and interactive mockups to communicate design ideas and concepts effectively.
- Work closely with development teams to ensure designs are implemented accurately and meet technical requirements.



ABOUT ME_

I am a UX UI Designer with extensive experience in web and app design. I'm also a skilled with knowledge of CSS3 and HTML5, which I incorporate when working on any type of project. I utilize advanced prototyping techniques and I'm proficient using Figma or Sketch to achieve the highest quality outcomes. Additionally, I prioritize a strong understanding of User Experience (UX) in all of my designs.

EXPERTICE_

SKETCH

FIGMA

PHOTOSHOP

HOBBIES_



GAMES



SERIES



TRAVEL