



Luis Antonio Ramirez Castillo

UX Designer

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Skills

Design Skills

User Experience (UX)
User Interface (UI)
Visual Communication
Project Management
Interaction Design
Responsive Design
Branding
Icon design
Illustration

Tools

Sketch App
InVision App
Adobe XD
Figma
Zeplin
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Maxon Cinema 4D
HTML + CSS
Salesforce Platform

Languages

Spanish – Native speaker
English – Fluent
French – Beginner
Portuguese – Beginner

Experience

User Experience Lead at Oktana

Montevideo, Uruguay. Sep 2014 – Present.

Leading a UX design team oriented to corporate applications. Designing products and experiences through wireframes, prototypes, and mockups. Working along clients in California and developers in Uruguay.

Freelance Designer

Guayaquil, Ecuador. May 2003 – August 2014.

Management of design projects, including client interviews, information gathering, iterations, hiring additional services and delivering final artworks.

Art Director at Wikot Ecuador

Guayaquil, Ecuador. Jul 2013 – Dec 2013.

Art direction. Supervision of graphic designers. Creative proposals development at bidding processes. Coordination among the Copy Writers and Designers.

Web Designer at Giga Digital

Guayaquil, Ecuador. Oct 2010 – Sep 2012.

Corporate identity development; web site design; package design for the affiliated company FileStorage; and, interface design for web applications.

Teacher at UTFSM Campus Guayaquil

Guayaquil, Ecuador. Jul 2005 – Feb 2012.

Imparting Visual Design Workshop, Computer Graphics (Illustrator, Photoshop and InDesign), Applied Computing for Design and Marketing, 3D Introduction Workshop (Cinema 4D) and Authoring (Flash).

User Interface Designer at 17Mile

Guayaquil, Ecuador. Mar 2007 – Nov 2007.

UI design for corporate and financial web applications. Web development and branding for the company and its projects.

Interaction Designer at M7

Guayaquil, Ecuador. Jun 2002 – Apr 2003.

Multimedia projects development, including conceptualization, design, front-end programming, 3d animation and video composition.

Multimedia Project Supervisor at ESPOL

Guayaquil, Ecuador. Mar 2002 – Jun 2002.

Creative direction and training students about multimedia standards.

Interaction Designer at Gamets

Guayaquil, Ecuador. Dec 2000 – Dec 2001.

Design and programming of multimedia applications, graphic and web design, 3d animation, and video composition.

Education

Masters Degree – Communication and Education

Universitat Autònoma de Barcelona. Online Course. 2012 – 2013.

Final project titled "Design of an app game oriented to road safety education".

Advanced English and Business English

Navitas English. Sydney, Australia. Mar 2009 – Sep 2009.

BA – Design Management and Visual Communication

Universidad Técnica Federico Santa María. Guayaquil, Ecuador. 2003 – 2004.

Dissertation titled "Creation of an e-Business Graphic Design Company".

Associate Degree – Graphic Design

Escuela Politécnica del Litoral. Guayaquil, Ecuador. 1998 – 2000.

Development of Pepsi Ecuador website as a grade project. Teaching assistant on printing techniques subjects.