

PORFIRIO MORENO ORTEGA

Product & UX Designer

ACADEMIC EXPERIENCE

Contender: Boxing Wearable | 2020

Product Designer

Individually developed a concept to help novice and expert boxers maintain a proper stance throughout their training. Designed smart clothing textiles that use sensors and haptic feedback to alert the user of the areas that need correcting.

Social Interaction Distancing (SID) | 2020

UI Designer / Research / 3D Development

Collaborated in a team to design a product that would help aid isolation and lack of interaction during the Covid-19 lockdown. The projector is equipped with a rotating camera. The final product can be used as a life-size immersive social platform.

Call of Duty Companion app (Partnership with Activision) | 2020

Lead UI Designer / UX Designer

Led the execution of a high fidelity prototype app delivered to Activision. Assisted in remote user testing sessions and built the final demo app presentation.

RECOGNITION

Adobe Creative Jam: Design for Change | Third Place | 2020

Research / UI Design (Collaborative)

Worked with a team in a two-week design sprint to develop a mobile experience helping empower older adults dealing with food insecurity. The app connects older adults with volunteers that will deliver and contribute towards their groceries.

EXPERIENCE

Freelance Designer | 2016 - 2018

Collaborated with various clients independently as a graphic designer, serviced a variety of businesses with branding and various designs from business cards to menus.

INFO

Porfiriomoreno.com

Porfiriomoreno27@gmail.com

323 690-2128

EDUCATION

B.S in Interaction Design

Santa Monica College

Expected Graduation 2021

SKILLS

User Interface Design,
Wireframing, Rapid Prototyping,
Interactive Prototyping,
Storyboarding, 3D Modeling, User
Research, User Scenarios, User
Testing, User Flow Diagrams

TOOLS

Figma, Sketch, Adobe XD,
Photoshop, Illustrator, Indesign,
Fusion 360, Invision, Keyshot,
ProtoPie

LANGUAGES

English and Spanish