

DAN COLMENARES

UX UI Designer

[Phone](#) | [LinkedIn](#) | [dancolmenaresm.com](#) | [hey@dancolmenaresm.com](#)

LATAM - Spain

Challenge lover. Human-centered design advocate and fully aware of the power we have as experience designers to influence people's emotions when using a digital product. Always learning. Passionate about innovation in the UX UI space.

WORK EXPERIENCE

UX / UI Designer

Somos Forma - Moovmedia Group, Jul 2021 - Sep 2023

- Conceptualizing, designing, and implementing creative solutions to user problems.
- Directly involved with the client in end-to-end web and app projects.
- In charge of every step of the project, from the research (user research) stage to user flows, wireframes, interactions, high-fidelity prototypes, usability testing and interface design.
- Design hand-off to the development team.

Web Designer

Freelance, Mar 2020 - Jul 2021 | Sep 2023 - Current

- I manage and setup the domain and hosting.
- Design mockups.
- Handle configuration and customization of the chosen template according to the brand elements provided by the client and project requirements.
- Basic application of HTML and CSS.

Founder / Account Director / QA

Deadline Studio, Aug 2014 - Mar 2020

- In charge of sales, customer service and compliance with delivery dates.
- FastDev team and Design team supervisor.
- In charge of ensuring the quality in design and operation of each digital product created by the Studio.

SKILLS

Soft skills: Critical thinking, creativity, adaptability, problem solving, common sense, attention to detail, team player.

Languages: Spanish (Native), English (C1).

Methodologies: Design thinking, Lean UX, Scrum, Waterfall.

Tools: Figma, Adobe XD, Maze, Jira, Slack, GSuite, WordPress, Trello, Miro, Google, Photoshop.

EDUCATION

2018 - Current

[Platzi](#)

Methodologies for Designing a Digital Product. User-centered design. Information Architecture. Digital Transformation for Companies.

2023

[Edison](#)

UX Strategy: Build People-Centric Organizations