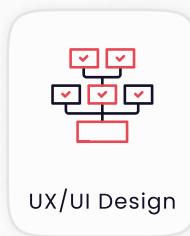


Santiago Franco

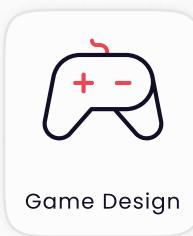
About

I'm a UX/UI Designer with 4 years of experience in mobile applications, web applications, and video games. My expertise covers the entire design pipeline, from user research and wireframing to prototype creation and usability testing. I enjoy creating intuitive, user-centered designs while maintaining an eye for detail and an open mind for collaboration.

My Specialities



UX/UI Design



Game Design

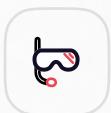
Professional Skills

Game Design
Level Design
UI Design
UX Design
Web Design
Mobile Design
Wireframes
UserFlows
Prototypes
User Research

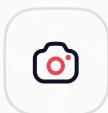
Personal Skill

Teamwork
Resilient
Adaptability
Communication
Open Minded
Love Dogs
Curious

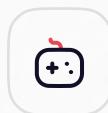
Hobbies & Interests



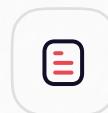
Diving



Photography



Game Jams



Reading

Contact | +1 (438) 861-1838
sfb199762@gmail.com

Languages | Spanish
English
French

Work Experience

UX/UI Designer | May 2025-Sept 2025

Helliovar Studios

- Designed intuitive in-game flows and interfaces based on player needs and behavior, improving usability and immersion.
- Defined interaction patterns and information hierarchy to streamline player navigation and decision-making.
- Collaborated with design and dev teams to prototype, test

UX/UI Designer | August 2021 – 2023

Zemoga

- Collaborated closely with clients and stakeholders to deliver tailored solutions that met their business goals.
- Conducted user research and usability testing to inform design decisions and enhance the overall user experience.
- Improved the e-commerce user journey by optimizing navigation flows and enhancing product discovery.

UX/UI Designer | July 2020 – August 2021

Jikkosoft

- Owned the end-to-end UX/UI process for company products, focusing on user flows, interface design, and requirements gathering.
- Conducted usability tests to identify pain points and refine user experiences for web and mobile platforms.
- Designed and implemented interactive prototypes to present design concepts and ensure cross-functional alignment.

Education

Game And Level Design

September 2023 to December 2024
La Salle College, Montreal, Quebec

Interactive Media Design

From Agoust 2014 to Agoust 2019.
ICESI University, Cali, Colombia.