

Santiago Franco

UX/UI Designer

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Languages | Spanish
English

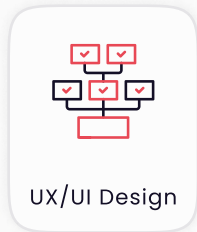
About

I'm an Interactive Media Designer with 4 years of experience working in UX/UI Design. I've worked in mobile applications, web applications, and video games, focusing on creating wireframes, prototypes, user flows, and design systems, as well as doing user research and usability testing.

I'm ready to face new challenges & travel to new countries, I'm open to any new experience that may come. I'm characterized by my responsibility, great teamwork, adaptability, and my desire to keep growing as a professional.

Let's work together! Go further down to see why I should be the one!

My Specialities



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

Work Experience

UX/UI Designer | August 2021 - 2023

Zemoga

My role was to maintain and redesign existing workflows using the company design system. Working closely with the client and stakeholders to reach the best solution for their challenges.

UX/UI Designer | July 2020 - August 2021

Jikkosoft

Tasked with the UX/UI process for the company products. Working on the user interface, user flows, requirements gathering & usability testing..

Creative Designer | Jan 2019-July 2020

Squareball Studios

I was tasked with the UX/UI process for mobile apps and web pages. Working mainly on prototypes, interaction flows, wireframes, design systems, UI design & animations.

Education

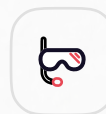
Game And Level Design

September 2023 to March 2025
La Salle College, Montreal, Quebec

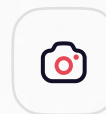
Interactive Media Design

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

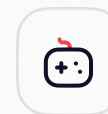
Hobbies & Interests



Diving



Photography



Video Games



Reading