

Andrés Mungarrieta

product designer & art director

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I am an experienced VX / UI / UX designer, and branding specialist seeking new challenges in a creative, dynamic environment.

Education

Charles Worth Design Institute
BA Graphic Design 2005
Valencia, Venezuela

Universidad de Carabobo
Multimedia Design Diploma 2002
Valencia, Venezuela

Skills

Art Direction	● ● ● ● ●
Graphic Design	● ● ● ● ●
UI Design	● ● ● ● ●
Interaction Design	● ● ● ● ●
Prototyping	● ● ● ● ●
Information Architecture	● ● ● ● ●
Design Research	● ● ● ● ●
HTML/CSS	● ● ● ● ●
Photography	● ● ● ● ●
Video Editing	● ● ● ● ●
Audio Engineering	● ● ● ● ●

Tools

Adobe Illustrator	● ● ● ● ●
Adobe Photoshop	● ● ● ● ●
Sketch	● ● ● ● ●
Invision	● ● ● ● ●
Adobe XD	● ● ● ● ●
Figma	● ● ● ● ●
Axure	● ● ● ● ●
Miro	● ● ● ● ●
Atlassian Jira	● ● ● ● ●
Fontographer 5	● ● ● ● ●
Microsoft Office	● ● ● ● ●
Logic Pro X	● ● ● ● ●

Other skills

I'm fluent in English and Spanish

Music performance, audio engineering and production for original compositions and commercial clients.

Work History

Symmetry Systems

Lead Designer
June 2021 - November 2023

Developed a holistic design vision for the company that involved all branding, marketing and sales collateral all the way to the product and user experience

Establish the foundation of the UX practice, evangelizing on best design practices and consistency, mentoring and growing the design team

Work on several features simultaneously doing research, ideation, refinement, implementation and testing

Created and evolved brand concept and managed all marketing/sales collateral

Planned and organized in person team building activities

Jama Software

Senior Product Designer
May 2018 - March 2020

Established a design system to standardize UI resources across the different modules of the application

Supported multiple internal and external delivery teams using both Kanban and SCRUM with the following:

- Negotiated with PMs and engineers to prioritize project scope based on user needs and research
- Created artifacts for the different stages in the product design lifecycle

Viewpoint Construction Software

Senior Visual & Interaction Designer
June 2015 - May 2018

Developed a holistic visual style vision and guidelines for all new products across several platforms (Web and Mobile)

Supported all global product teams with graphic resources, workflows and interactions for Web, Desktop and Mobile

Established the visual foundation for a Pattern Library based on the Atomic Design Methodology for future web releases