




# Melina Obando

UX Designer | Illustrator | Animator

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## 1. Personal Information:

**ID Document:** 3-04150114

**Nationality:** Costa Rican

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## 2. Education:

**Bachelor Degree 2009-Today: Veritas University**  
Digital Animation.

**B.S. 2005-2008: Instituto Tecnológico de Costa Rica.**  
Computer Engineering: *unfinished*.

## 3. Languages:

Spanish: Native Speaker

English: Advance (B2)

## 4. Work Experience:

**Jan, 2013 – today: Akurey, Costa Rica.**

Creative Director for Web and mobile development company. In charge of planning and designing the experience and the graphics of the projects. Meet with the client and provide creative solutions to their needs. Estimate and schedule art productions. Manage the design team and provide quality assurance reviews for the final product.

**Oct, 2009 – Dec, 2012: Fair Play Labs, Costa Rica.**

Artist for web, mobile and console games. In charge of designing user interfaces and characters consistent with the target audience. Animate 2D and 3D characters for different game devices. Create assets and background for several device resolutions. Facilitate the integration of art assets with the development department.

**May, 2004 – Sept 2009 Flex Studio, San Jose, Costa Rica.**

Multimedia Designer for digital platforms such as web, television, movie theatres. Animate 2D and 3D characters for short series and feature films. Illustrate scenes for animation and advertising.

## 5. Relevant Experience:

**Art Direction:** Supervise the team, production and final product of 2 short films (that included video compositing, 2D and 3D animation) and several mobile applications (UX, UI, Branding).

**User Experience designer:** In charge of planning and testing user experience for mobile and web applications.

**Technical Lead:** Responsible for taking technical decision on the team. Plan, design and execute solutions for mobile applications that involved close work with the development department.

**Coaching:** Experience coaching and mentoring new artist and designers on the team.

**AGILE designer:** Experience working with teams using Scrum methodologies, capable of prioritize work and adapt schedule to match the development team's deliverables.

## 6. Software Skills:

**Design & UX Software:** Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Muse, and several prototyping tool.

**2D & 3D animation Software:** Adobe Animate (Flash Professional), Anime Studio, Autodesk Maya, Autodesk 3Ds Max, Unity.

**Video Editing & Compositing:** Sony Vegas, Adobe AfterFX, Adobe Premier.

**Programming Languages:** HTML5, CSS3, Java, Javascript.

## 7. Key Projects:

**Captapp by CaptTech, 2017:** UI Design and UX analysis for sport fishing application, that regulates participation on fishing tournaments.

**Metrix by COES, 2014:** UI Design and usability testing for ads reporting platform that collect data from digital and physical sources around latin america.

**Digital Passport by Common Sense Media, 2011:** UI Designer, illustrator and animator for several online games focused on educating about safe Internet usage.

**Mighty Dance by Mighty Play 2010:** UI Designer and illustrator for massive Facebook game. Responsible for the design and integration of 2D and 3D art with the graphical interface.

**R U There? by US Department of Education, 2009:** Tech artist on the online educational platform, responsible for UI design, motion graphics animation and content integration.