

tatiana moniz.

PRODUCT DESIGNER

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EXPERIENCE

PLAYDOTS INC. / PRODUCT DESIGNER

NEW YORK, NY / 2021 - CURRENT

Animated prototypes to present in user studies to a cross-functional team

Collaborated with a cross-functional to form a unified design system for the process of new games development

Participated in user studies to further inform end-to-end product design

Designed visuals and user interfaces for new game concepts and features, including user flow sketches, wireframes and visual polish

A.C.W. / STORYBOARDER & 2D ANIMATION LEAD

SAN FRANCISCO, CA / APR 2019 - APR 2021

Developed storyboards for stop-motion movies, documentaries and commercial ads.

Lead 2d animation teams for music shorts and commercial ads, including creating schedules, follow up weekly meetings and corrections.

AKOMOTION / STORYBOARDER & 2D ANIMATION

RIO DE JANEIRO, BR / 2018 - 2019

Developed storyboards and animation for TV series, including an Emmy's Kids Awards 2018 nominated TV show and the most watched cartoon series in Latin America ("Irmão do Jorel").

Created motion graphic ads including storyboarding and 2d animation for several clients including INCA (National Cancer Institute).

ANIMATION MENTOR INC. / GRAPHIC DESIGN INTERN & CREATIVE ASSISTENT

SAN FRANCISCO, CA / MAY 2016 - AUG 2016

Illustration for several projects, including visual graphics for social media and internal company communications.

LANGUAGES

ENGLISH
FLUENT

PORTUGUESE
NATIVE

SPANISH
BEGINNER

SKILLSET

TOOLS

- Figma, Sketch, Principle, Invision, Zeplin
- Adobe Suite (PS, Ai, ID, Pr, XD)
- Toonboom Harmony (Animation)

METHODS / LANGUAGES

- UX Research + User Testing
- Wireframing + Prototyping
- Basic HTML5 + CSS

EDUCATION

PUC (RIO DE JANEIRO - BR)

2013-2017

Design In Digital Media Major

CCA (SAN FRANCISCO - US)

2015-2016

Animation Major

COURSES

2021

Google UX Design Course