tatiana moniz.

VISUAL (UX/UI) DESIGNER

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EXPERIENCE 🖨

PLAYDOTS INC. / VISUAL (UX/ UI) DESIGNER

NEW YORK, NY / 2021 - CURRENT

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

Collaborated with the New Games team of game designers, visual designers, artists and product managers to form a refined new UI development process for new games, from game mechanics, to visual stylings

Collaborated with the Two Dots team to illustrate and design Collectibles for the core gameplay.

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 Mika's Diary, an Emmy's Kids Awards 2018 nominated TV show, and Irmão do Jorel, the most watched cartoon series in Latin America.

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 PORTUGUESE FLUENT NATIVE

SPANISH **BEGINNER**

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 (Coursera)

SKILLSET M



TOOLS

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

METHODS / LANGUAGES

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