

# EMILIANO GARCÍA FUENZALIDA

UX/UI & INTERACTION DESIGNER | STRONG PROTOTYPING SKILLS

VR/AR/MOBILE/WEB

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## ABOUT ME

UX/UI Designer focused on creating intuitive interfaces and user-centered digital systems. I have experience in flow design, wireframes, high-fidelity prototypes, and responsive design for web and mobile products. My background in video game development gives me a technical and interdisciplinary perspective, strengthening collaboration with development teams to deliver functional and creative solutions.

### Education

**Universidad de Mendoza**  
*Bachelor's Degree in Video Game Programming and Design.*  
March 2019 - March 2022.

**Udemy**  
*Complete Web & Mobile Designer: UI/UX, Figma, +more.*  
June 2024 - June 2025.

**Godoy Cruz/Utn**  
*Advanced UX/UI Prototyping and Communication (UX Writing, Visual Documentation, Interactive Prototypes)*  
July 2024 - August 2025.

### Skills

- Prototyping
- Design.
- Leadership.
- App Architecture.
- UX/UI.
- Teamwork.
- SCRUM.

### Languages

- Spanish (Native)
- English (Proficient)

### Technologies

Design:

- Illustrator
- Photoshop
- Blender
- Maya
- Adobe XD
- Adobe Animate
- Figma

Programming:

- C#
- Unity
- GitHub
- Html/Css/Js
- Gitlab

### Professional Experience

#### AI Tasker/AI Reviewer

*Outlier - 2024 - Present*

Analyze and evaluate AI model performance to ensure accuracy, coherence, and alignment with system goals. Specialized in reviewing AI-generated content, identifying issues, and continuously improving outcomes through critical evaluation.

#### UX/UI Designer

*Gotapp - 2025*

UX/UI Designer at Gotapp. Responsible for the complete user experience design. Led UX research to identify user needs, created user flows, wireframes, and high-fidelity prototypes using Figma. Developed responsive and accessible interfaces with a focus on usability and consistent visual language. Contributed to improving product usability through iterative validation.

#### Designer/Programmer

*InterBrain - 2023 - 2024*

Worked as a designer and developer at a simulator development company. Participated in all development stages, focusing primarily on design (UX/UI and 3D), but also contributing to programming.

Projects:

- **Augmented Reality Application for Road Safety:** Team leader in the development of an augmented reality application for road safety awareness for Android, aimed at raising awareness about traffic laws. We used Unity for development and the ZXing library for QR code recognition. I was in charge of animations, programming, and application prototyping.
- **VR Simulator:** Team leader in the development of a virtual reality simulator for recycling awareness, produced for Oculus Quest 2. I was in charge of the design and a large part of the programming, including the implementation of hand tracking.
- **AR Application for Wine Presentation:** Part of the development team for an augmented reality application for a winery, used for the presentation of a unique wine. I was in charge of UX/UI and publishing.
- **VR Experience:** Experience to showcase a Hilux truck in VR. I was in charge of translations and optimization.
- **Metaverse:** I was part of the development team for a multiplayer interactive space. I was responsible for 3D modeling, photogrammetry, blendshapes, and score integration with a server.
- **Evacuation Simulator:** I contributed to the development of a building evacuation simulator. I was in charge of design and optimization.
- **Sprayer Simulator:** I participated in the development of a simulator for operating a sprayer machine. My role focused on optimization and design.
- **Interactive Educational Space:** I was part of the team that developed an interactive website aimed at elementary school students, showcasing different parts of the city. I was responsible for the UI design and application flow.
- **First Aid Simulator:** I contributed to the development of a simulator for training in CPR, fractures, burns, and bleeding. I was responsible for bug fixing and performance optimization.

#### Graphic Designer

*Municipal Office of Godoy Cruz - 2022 - 2023*

Directorate of Innovation and Technological Development, Municipal office of Godoy Cruz: I was responsible for creating graphic pieces using Adobe Illustrator, developing everything from logos to promotional materials. Additionally, I was in charge of designing web page interfaces, ensuring that each design was visually appealing and aligned with the client's needs. I collaborated with web development teams to ensure that the interfaces were functional and user-friendly, optimizing the user experience.

#### Social Media Manager

*One Duet - 2021 - Present*

Social media manager for the musical duo One Duet, in charge of logo creation and publication management.

### Portfolio

View my portfolios and selected works through the links below:

-  [LinkedIn](#)
-  [ArtStation](#)
-  [GitHub](#)
-  [Personal Web](#)
-  [Behance](#)