



Dominic Mendoza ♦ UX Design

dominicmendoza0106@gmail.com | <https://www.dominicmendoza-design.com/>

Skills

User-centered design, User Research, Competitive Analysis, Prototyping, Wireframing, Information Architecture, Visual Design, Project Planning, Graphic Design, Usability Testing, Quality Assurance, Design System Documentation, UX-Design best practices, Communication.

Tools

Figma, Adobe XD (Sunsetted), Adobe Photoshop, Adobe Illustrator, Lunacy, Airtable, Notion, G-Suite, Maze (Usability Testing Software)

Experience

Paper Moon Studios • Creative Director

San Antonio, TX | 2021 - Present

Creative director at our very own studio. Currently in charge of all aspects of visual and creative design decisions on various projects. Collaborating with my team and co-founders to deliver high quality solutions to address client needs and developing internal projects in the realm of interactive applications.

- ♦ Continuing UX Design work in all aspects of design from wireframing, prototyping, conducting usability studies, and shipping final UI/UX with a focus on B2B projects.
- ♦ Designed UX for various clients including but not limited to, Mobile Augmented Reality, Arch-Engineering Digital Twin Software, and Desktop Educational Software.

Merge • Creative Lead (UX Designer & 3D)

San Antonio, TX | 2019 - 2021

- ♦ Promoted to management role.
- ♦ Managed a team of artists and collaborated with other teams (including international teams) to design and deliver content for multi-platform educational applications.
- ♦ Conducted rapid prototyping sessions and ideation with colleagues to capture and evaluate novel ideas.
- ♦ Wireframed, prototyped and shipped engaging user interfaces for the companies products, website and more in Adobe XD and Figma.
- ♦ Worked closely with managers, marketing, and developers to optimize user experience based on customer needs
- ♦ Conducted quality control for customer facing marketing assets.
- ♦ Worked with developers QA testing user experience while bug/task tracking with AirTable and G-Suite
- ♦ Conducted user research and interviews to design UX based on real data from customers to solve problems and meet product requirements and customer needs.



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- ♦ Created and maintained documentation and design systems for all projects to provide a single source of truth.

Merge • 3D Artist / UI Designer

San Antonio, TX | 2016 – 2019

- ♦ Designed user interfaces for consumer facing mobile applications in a fast-paced, iterative environment.
- ♦ Worked directly with developers to create functional prototypes for user testing.
- ♦ Conducted in person usability studies to prove UX solutions.
- ♦ Created 3D content for various consumer facing mobile applications.

Certs

Coursera, Google UX Design Certificate

San Antonio, TX | 2023

- ♦ Applied to professional development course to refine my skills
- ♦ Acquired and applied new in depth knowledge to various course projects covering all aspects of User Experience Design.

Volunteer

SIGGRAPH Asia 2018

Tokyo, Japan | 2018

Student Volunteer for SIGGRAPH Asia 2018, Tokyo Japan. Assisted with various conference tasks to ensure successful execution of conference goals.

SIGGRAPH 2013

Anaheim, CA | 2013

Student Volunteer for SIGGRAPH 2013, Anaheim, CA. Assisted with various conference tasks to ensure successful execution of conference goals.

Education

University of the Incarnate Word

San Antonio, TX | 2016

- ♦ Attended University of Incarnate Word's 3D Animation program.

Northwest Vista College • A.A.S, 3D Animation

San Antonio, TX | 2009 – 2015

- ♦ Earned a degree in 3D Animation and Game Design
- ♦ Volunteer 3DS Max Tutor
- ♦ Attended Game Design Analysis Club