



# Orlando Antonio

Here's how I could help you achieve your goals  
along with some samples to review.



# Creative Solutions

## Capabilities

Art Direction  
Interaction Design  
Graphic Design  
Motion  
Presentation Decks  
Prototyping  
User Experience  
User Interface  
Visual Design  
Wireframing



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**Sign Up for Action Alerts Now.** Historic climate investments are now law. That's incredible—but there's still plenty of work to do. Join Evergreen Action now and we'll deliver ways you can take action, right to your inbox.



# First off, a bit about myself

I'm Orlando and I'm based in Glendale, CA, where my wife and I love exploring parks and gardens for short hikes, wandering through museums, and hunting for treasures in vintage shops.

We're also passionate about travel and have a soft spot for cats and cat culture. These experiences inspire my creativity, helping me bring curiosity, attention to detail, and a playful perspective into my design work.



2003 - 2008

# Power 106

I got my first hands-on role with digital media through radio where I was responsible for a station's entire digital presence, from managing to creating content.

The most valuable experience working here was thriving in that fast-paced corporate setting where you're constantly communicating with different departments to help them achieve their business objectives.





2008 - 2013

# Heavenspot

From there, I took my first dive into the agency world at Heavenspot. There, most of my work involved building immersive, rich media content using **Flash**, which taught me the fundamentals of interactive design and animation, aspects that really shaped my career.

As a **Senior Designer**, I played an instrumental role in bringing our concepts to life for a variety of entertainment brands.

2013 - 2019

# Independent

I then ventured into independent work, partnering with various clients and creative agencies to help them with their creative needs.

As a partner, I've handled a variety of projects—from email campaigns and banner ads to logos, social media content, and UI design. This experience gave me a unique perspective working with a diverse set of projects, allowing me to gain a deep understanding of what clients needed at the time.





2019 - 2020

# Quantum Solutions, Inc.

I got back into the workforce with a company called Quantum Solutions, right when tools like Sketch and Adobe XD were really starting to shape interactive design. I was excited to dive into UI work—things like wireframes and prototypes—for a haircare brand called **WOW Science**.

A lot of my projects involved interactive surveys using sequential flows, where I designed step-by-step experiences, gathered user feedback, and refined the interactions. That hands-on, interactive design work was the part I enjoyed most—it really pushed my skills forward.

2020 - 2025

# Studio City, PXL

I started as a **Senior Designer** and eventually moved into an **Art Director** role, leading digital projects for clients like Dreamworks, Netflix, and Paramount. My work focused on building websites and crafting social media campaigns that resonated with audiences, while also contributing on the UX side through research and user flow design.

Beyond client work, I supported internal creative initiatives, helping shape new ideas and elevating the team's overall design approach.



# Lead From Behind Responsive Site

As the lead UI and visual designer, I was responsible for shaping the look, feel, and usability of the Lead From Behind digital experience. My role combined art direction and hands-on design execution, ensuring the website captured the campaign’s bold, stigma-breaking tone while delivering a seamless user journey.

case study

prototype



# Paramount VX

As Lead UI Designer, I redesigned vx.live’s interface to be more intuitive and brand-adaptable. I introduced modular components for chat, media, and navigation, streamlining interactions while enhancing accessibility, performance, and immersive storytelling for large-scale fan events.

case study

prototype



# New York State Fair • Mobile App

As the Lead UI and Visual Designer, I shaped the app’s look and feel—developing the color palette, typography, layouts, and iconography to create a cohesive visual system that blended the Fair’s brand identity with agricultural tones. In addition, I contributed on the UX side by helping define user flows, building wireframes, and translating usability feedback into intuitive navigation and interactive prototypes, ensuring a seamless user experience.

case study

prototype

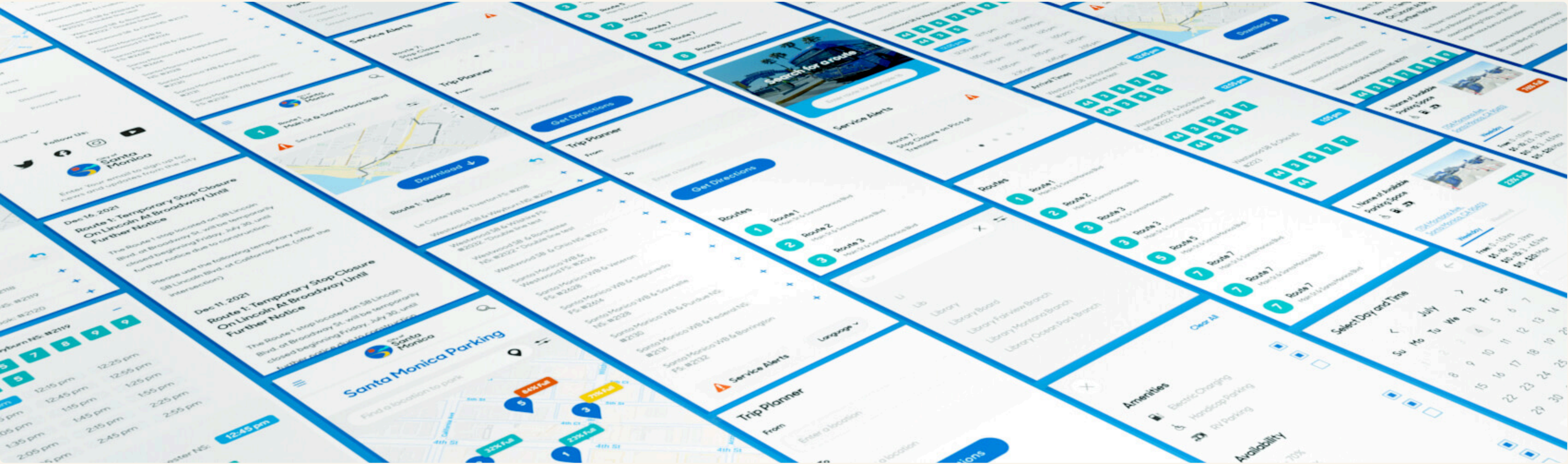


# City of Santa Monica • Microsite

As the lead UI and Visual Artist, I designed that look and feel of a proposed **Big Blue Bus** microsite integration, creating a clean, mobile-first interface that balanced clarity, accessibility, and real-time functionality. I developed the visual design system—from color palette and typography to iconography—aligned with Big Blue Bus branding while ensuring WCAG compliance and multilingual support.

case study

prototype





# Thank you!

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