



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



The Evergreen Action Plan 2.0 Is A Climate Roadmap for Our Next President

get the plan

read all reports



This Is Our Moment

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.



- Aftereffects
- Figma
- Google Slides
- Google Web Designer
- Illustrator
- InDesign
- Photoshop
- Rive
- Webflow



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.

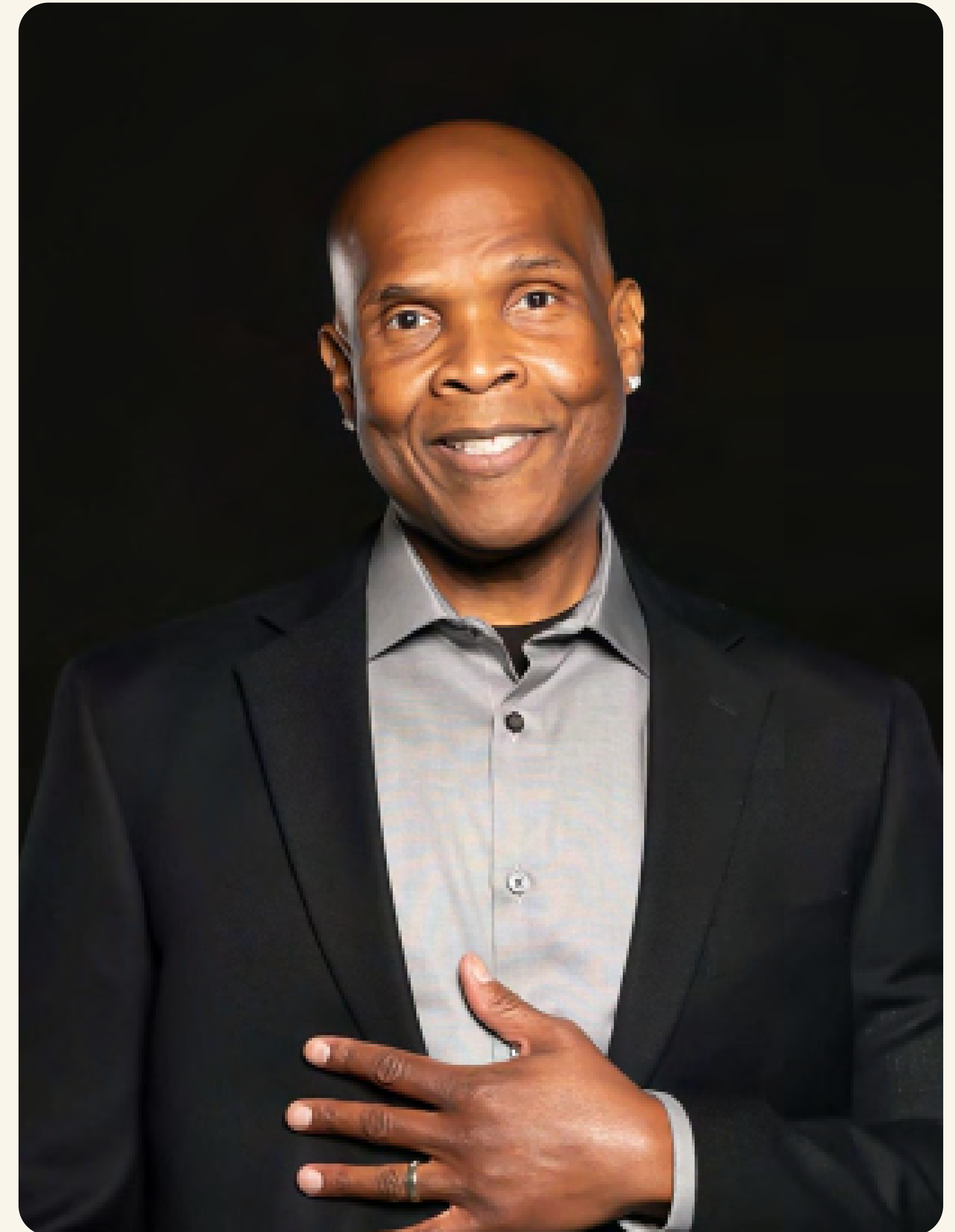
We're also passionate about travel and have a soft spot for cats and cat culture. These experiences inspire my creativity, helping me bring curiosity, attention to detail, and a playful perspective into my design work.



KPWR-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.





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.

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.

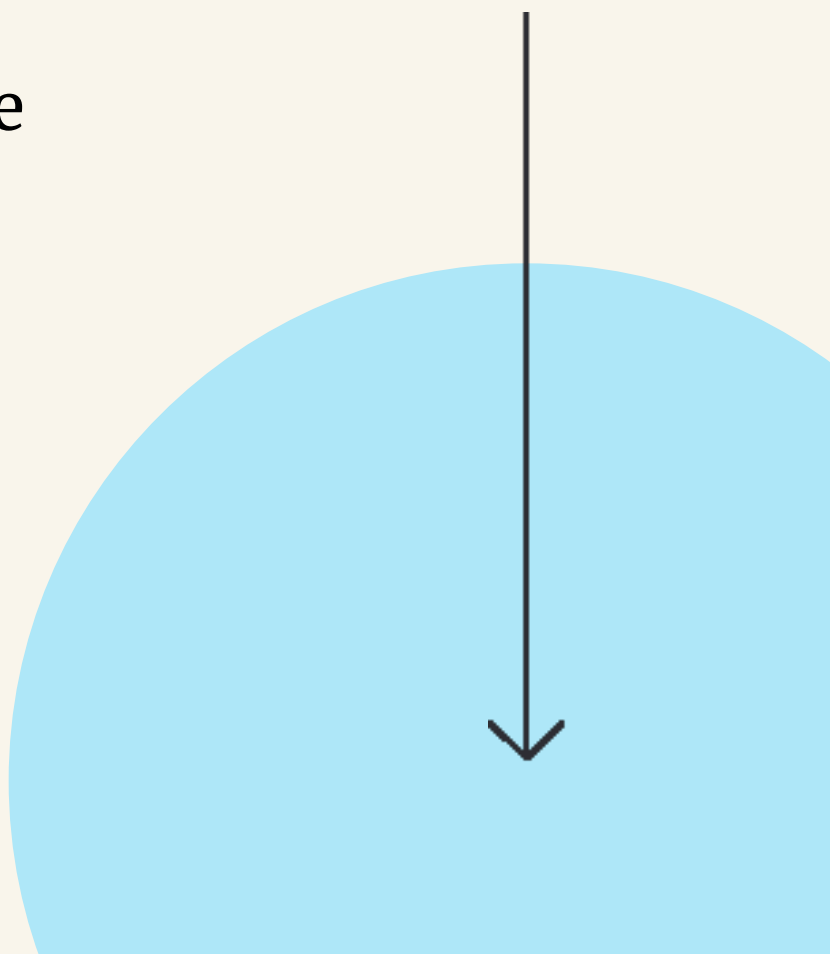




Quantum Solutions, Inc.

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**.

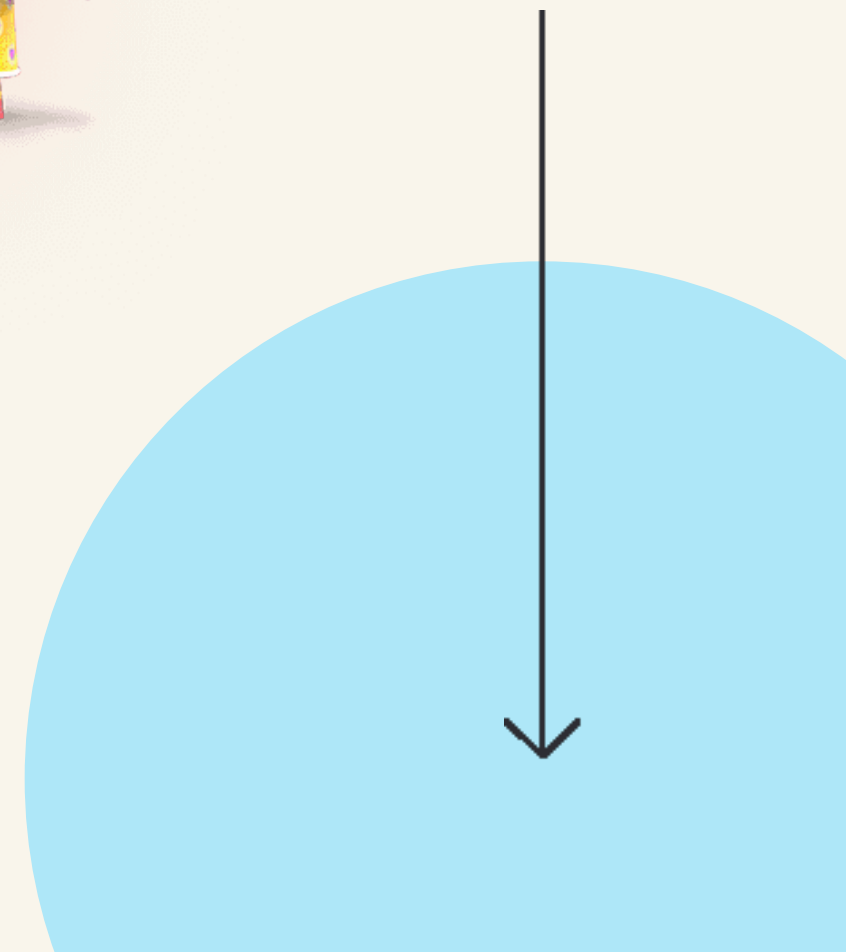
A lot of my projects involved interactive surveys using sequential flows, where I designed step-by-step experiences, gathered user feedback, and refined the interactions. That hands-on, interactive design work was the part I enjoyed most—it really pushed my skills forward.



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.

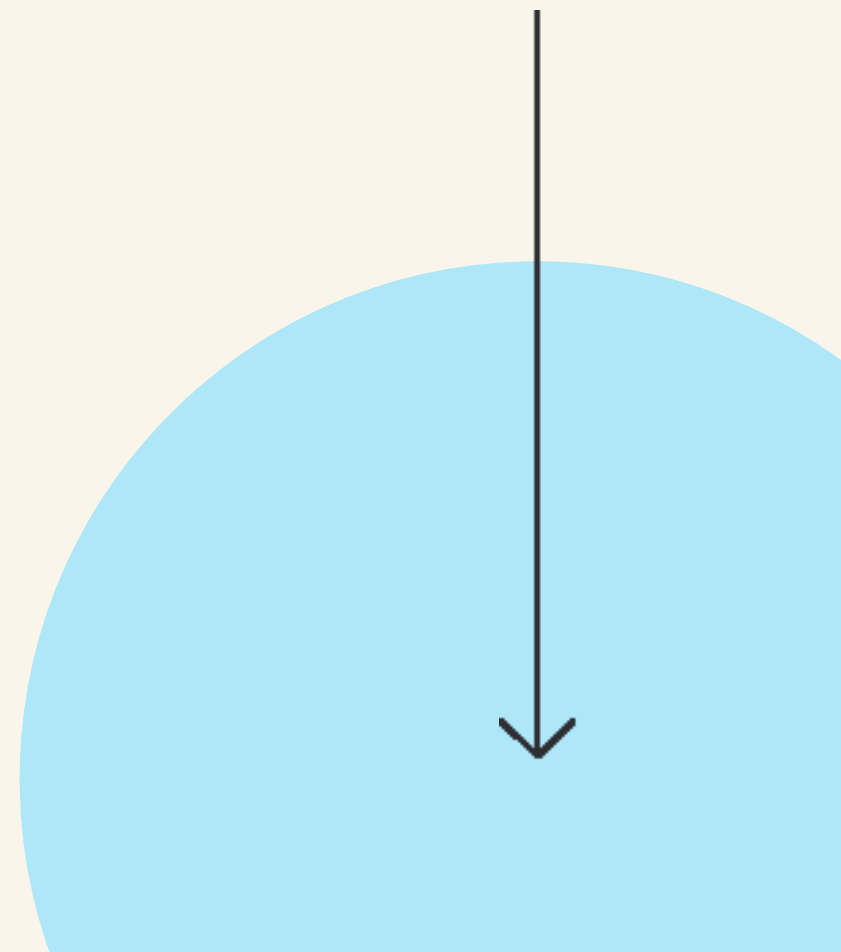


User Interface + Experience Design

I help brands and startups transform ideas into user-friendly, visually engaging digital products. With expertise in **Figma** and a deep understanding of user-centered design, I create websites, web apps, and mobile experiences that balance beauty with usability.

From wireframes and prototypes to high-fidelity interfaces and design systems, I bring clarity and consistency to every project. My approach combines user research, interaction design, and brand alignment to ensure each product feels intuitive, modern, and on-brand.

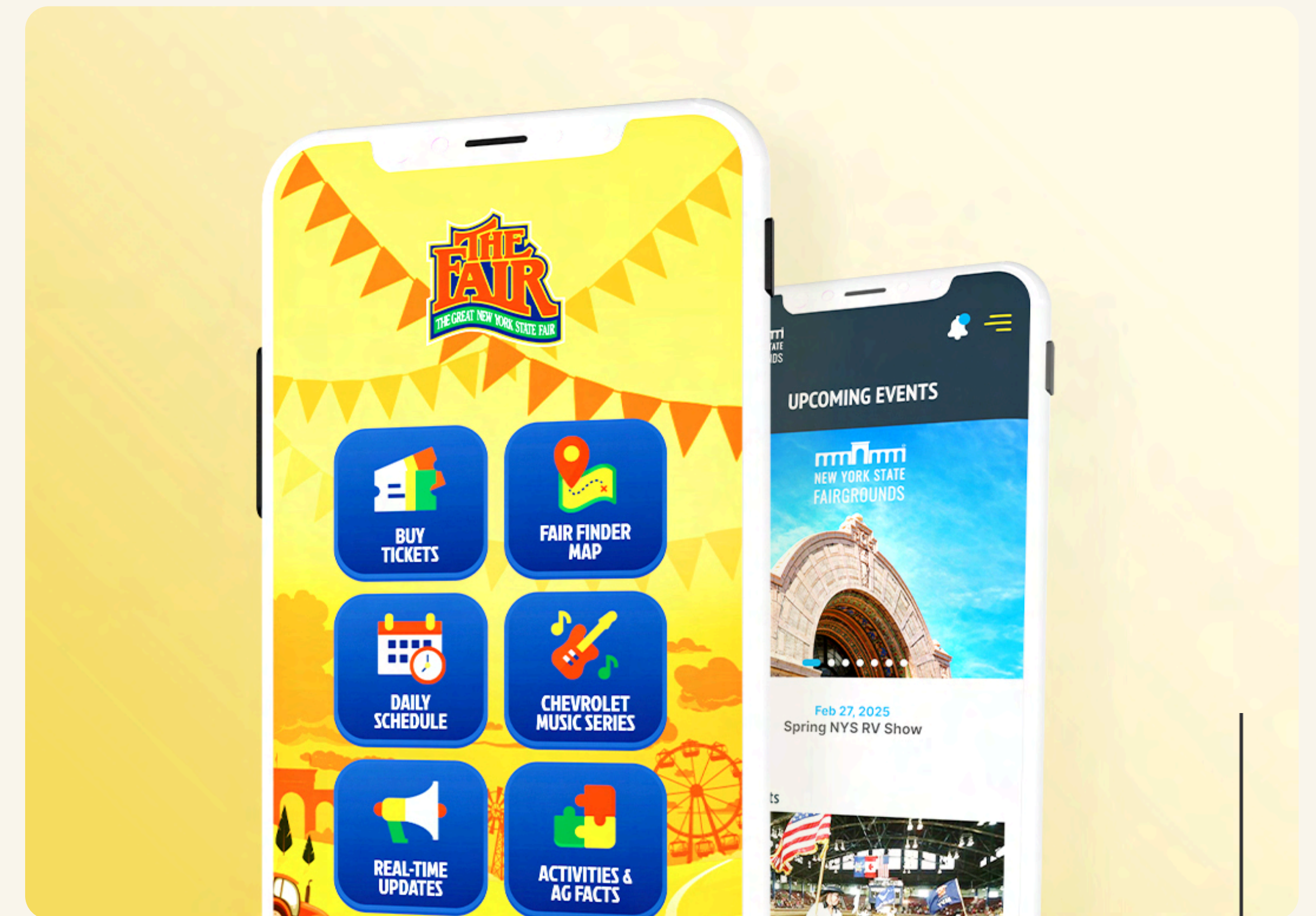
Whether you need a full product UI, a design system built from scratch, or UX improvements to boost conversions, I deliver clean, scalable, and responsive designs that your developers and users will love.



NYSF Mobile App

The New York State Fair Mobile App is a comprehensive digital companion designed to enhance the experience of fairgoers by providing real-time access to essential event information.

Developed for both iOS and Android platforms, the app offers intuitive features that help visitors navigate the fairgrounds, discover food vendors, plan their visit, and stay updated on daily happenings.



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





AFRAID OF YOUR COLONOSCOPY? RELAX.

Everything about a colonoscopy has gotten better in the last decade. The drugs are amazing. There are alternatives to the drink that comes in a jug. The safety is high . [Or, the risk of side effects is extremely low?] Think about it as a "liquid fast, a cleanse, and a nap!"

Lead from Behind

The Lead from Behind website supported the initiative's strategic objectives of driving awareness, normalizing the conversation, increase screening rates, supporting health equity and helping the Alliance establish it's authority and credibility as a trusted health resource.

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.

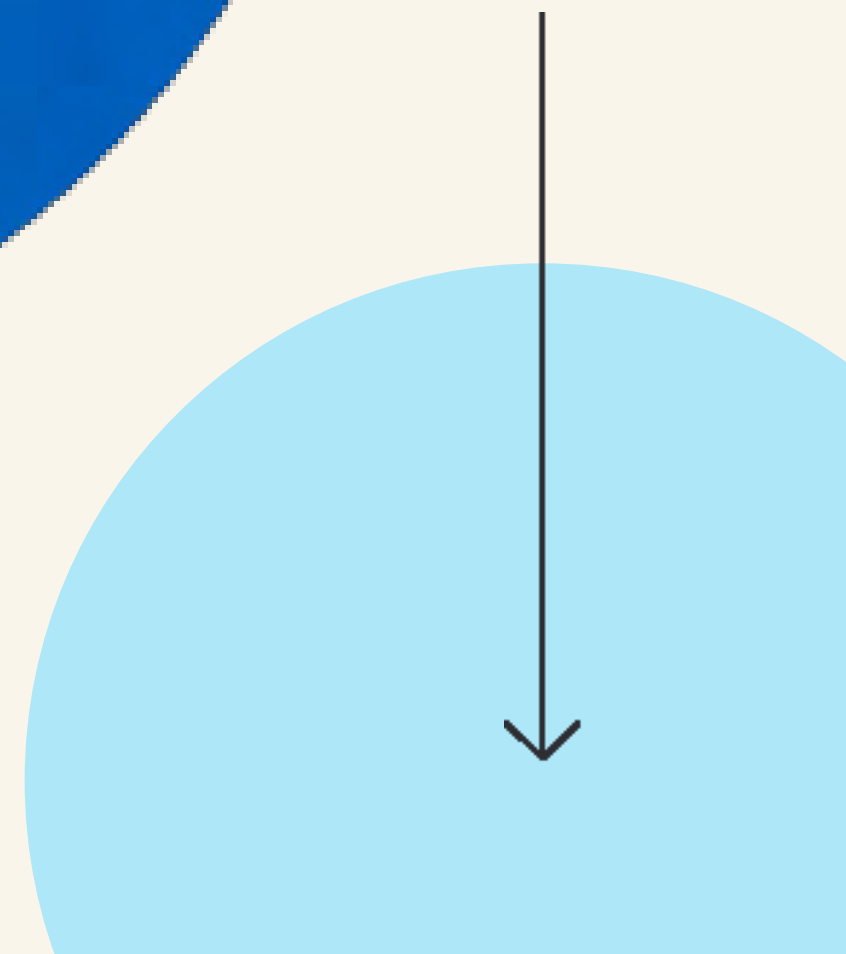
case study



City of Santa Monica

The **City of Santa Monica** looked at the **Big Blue Bus** system as a vital transportation lifeline for students, workers, seniors, and environmentally conscious residents. The challenge was to design an integrated digital experience for accessing real-time route information and trip planning tools that meets the needs of its diverse ridership.

The proposed microsite aimed to deliver a seamless mobile experience, improve route personalization and alerts, strengthen accessibility/inclusivity, enhance multimodal trip planning, support community engagement and leverage open transit data for innovation.



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.

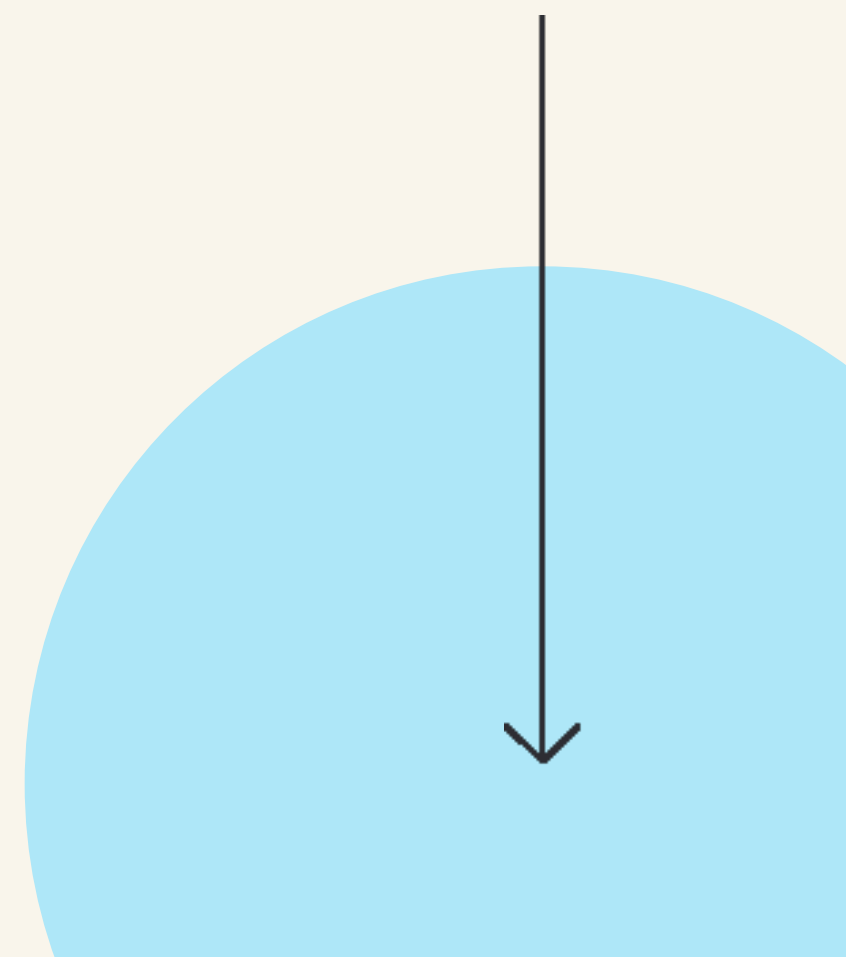
case study





Paramount VX

The VX platform platform offered Paramount virtual environments where their communities and fans were able to interact in real-time within their immersive spaces designed after their actual studio lots.



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





Thank you!

www.visualsenses.design