



PRODUCT DESIGN
INTERACTION DESIGN
DIGITAL EXPERIENCES

01 CONTACT

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02 SKILLS

CORE SKILLS

- ◆ Product & Interaction Design
- ◆ User Flows & Information Architecture
- ◆ UI Design & Visual Hierarchy
- ◆ Design Systems & Reusable Patterns
- ◆ Prototyping & Iteration
- ◆ Accessibility Design

TOOLS & TECHNICAL

- ◆ Figma
- ◆ React / Next.js
- ◆ HTML / CSS
- ◆ Unity
- ◆ Miro
- ◆ Stitch

03 LANGUAGES

Dutch	Professional
English	Professional
Spanish	Native
Papiamentu	Native
French	Intermediate

MELINA MARTINEZ

PRODUCT DESIGNER / UI/UX & INTERACTION

PRODUCT DESIGN, INTERACTION & DIGITAL EXPERIENCES

Product and UI/UX Designer translating complex workflows and information into clear digital experiences. Experienced in user flows, information architecture, Figma prototyping, and reusable interface patterns across web and interactive training products. Collaborates closely with developers and stakeholders to refine designs through feedback and testing.

EXPLORE MY WORK

UI/UX & PRODUCT PORTFOLIO

melinamartinez.com/ui-ux-design

PRODUCT DESIGN / INTERACTION
DESIGN SYSTEMS / 3D & AR
ACCESSIBILITY / MORE

04 PROFESSIONAL EXPERIENCE

Game Designer | UI/UX & Interaction Design

2024 – Present

Metaverse Solutions

- Designed UI/UX and interaction patterns for 3D training products, simplifying complex vocational workflows into clear guided experiences
- Created reusable interface patterns for objectives, task guidance, progress, feedback, onboarding, and simulation controls across multiple environments.
- Worked across product requirements, user flows, wireframes, visual design, prototyping, implementation support, and iterative review with stakeholders.
- Balanced usability, technical constraints, and product consistency while collaborating closely with developers, artists, and clients.

Content Design Intern | UI/UX & Interaction Design

2023 – 2024

SAP Experience Center

- Designed gamified learning interactions and mobile AR experiences for workshops, focusing on clarity, engagement, and immediate feedback.
- Collaborated with multidisciplinary teams to prototype and refine interactive experiences.

05 SELECTED PRODUCT DESIGN PROJECTS

Portfolio Platform | Product Design & UI/UX

Independent Product

- Designed and developed a responsive multi-portfolio website for presenting Game Design and UI/UX work within a unified personal brand.
- Created the information architecture, reusable design system, responsive interface, project CMS, and portfolio-specific navigation.

Nuage | Product Design & UI/UX

Independent Product

- Designed a responsive wellbeing platform around moment-based support, reflection, and long-term self-understanding.
- Defined product architecture, user journeys, interaction patterns, design system, and responsive interface.

Selah | Product Design & UI/UX

Independent Product

- Designed a private reflection platform for capturing, connecting, and revisiting prayers, scripture, dreams, and personal reflections.
- Created the content architecture and core Capture → Connect → Revisit journey across multiple content types.

Lumi | Product Design & UI/UX

Independent Product

- Designed a financial-awareness platform that makes spending, savings, and financial patterns easier to understand.
- Structured complex financial information into approachable dashboards, hierarchy, and decision-focused flows.

06 EDUCATION

Breda University of Applied Sciences

2020 – 2024

Creative Media and Game Technologies

Bachelor's degree focused on game design, production, and interactive media, with a specialization in interaction design, user experience, and designing intuitive digital experiences.