

GRACE MONTOYA

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Work Experience

- Product Designer, Research & Development - GE Aerospace** AUG 2018 - PRESENT
- Lead experience design of web-based internal products for complex Aerospace needs, from initial concept to production in a rapid development process using design tools such as Design Thinking, Adobe XD, Figma, Photoshop, Illustrator, and After Effects to strengthen the UX process.
 - Assist with front-end development using JavaScript, HTML, CSS, and React.
 - Use current web technologies, tools, trends, strong problem-solving skills, and prioritization techniques to consistently bridge between design & engineering teams, producing interaction flows, mock-ups, and prototypes.
 - Collaborate with researchers, project managers, software engineers, and customers to analyze research data, identify new opportunities, translate concepts into prototypes, define, track, and deliver new product features and interactions. Participate in design review sessions, conduct usability tests, create personas, use cases, advocate for users, and iterate based on feedback.
- VR Product Designer & Researcher – Tecnológico de Monterrey** JUN 2018 – MAY 2020
- Developed innovative high-immersion 3D VR experiences in Unity using C#, and Steam VR.
 - Created personas, mood boards, storyboards, renderings, visual concepts, layouts to understand behaviors, needs, motivations of users, and analyze research data.
- UX Designer and Mobile App Developer- Freelance** JAN 2013 – AUG 2018
- Developed engaging mobile platforms products, creative briefs, experiences, illustrations, and layouts for visual design and interaction design using Adobe XD, Photoshop, Illustrator.
 - Product management, worked with multidisciplinary teams, and participated in each phase of the design and development process: UX research, prototyping, visual design, and brand integration to map end-to-end experiences.
- Adjunct Professor, Industrial Design Department - Tecnológico de Monterrey** JAN 2010 - PRESENT
- Teach UX and motion design. Excellent communication skills.
- Visual and Interaction Designer - First Group Advertising** JAN 2009 – OCT 2010
- Designed and developed creative solutions for interactive websites Worked with product managers, designers, marketing, and developers from early product stages to implementation.
- Product Designer - Century 21 Real Estate** JAN 2006 – DEC 2008
- Designed and developed the front-end of the company's website using Flash, Photoshop, Illustrator, HTML, CSS, and JavaScript. Trained 10 new employees to use proprietary software.

Awards

- QS Reimagine Education Awards – VR category, Shortlisted** London, 2019
- Selected from projects in 45 countries from universities, schools, and education tech companies showcasing the most successful student-centric VR projects around the world.
- Google Plus+ MOFILM– Storytelling Filmmaking advertising - Winner** Cannes, 2015
- Directed a brand video for Google Plus+ that was the winner of the MOFILM Cannes Lions Competition, Selected over 250 entries from around the world.

Education

- Ma Motion Design - Istituto Europeo Di Design** Spain, 2009
- BSc Computer Science - Tecnológico de Monterrey** Mexico, 2007

Certifications

- Google User Experience Design Certificate - Google** 2022
- Adobe Associate in Visual Effects and Motion Graphics using After Effects - Adobe** 2020
- UX Designer Nanodegree - Udacity** 2018
- VR Developer High Immersion Nanodegree - Udacity** 2018
- iOS Developer Nanodegree - Udacity** 2016
- Adobe Associate in Visual Communication using Adobe Photoshop CS6 - Adobe** 2015