Joey Moran

UI/UX Designer | Web and mobile products

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Colima, Colima, Mexico | Open to remote work and relocation

LinkedIn: linkedin.com/in/joey-morane-6769a3324 | Portfolio: Figma

Professional profile

UI/UX designer experienced in enterprise platforms, web products and mobile applications. I develop flows, prototypes and interfaces informed by user research and design systems. My implementation and functional validation experience connects design decisions with requirements, acceptance criteria and close collaboration with engineering.

Professional experience

TecnoAI | May 2025 - present

QA Manager (Analysis and Processes) | 2026 - present

Main project: Urgemy, a web and mobile healthcare services platform.

- Translated user and operational needs into requirements and acceptance criteria; met with clients weekly to clarify needs and follow up on agreements.
- Consolidated the UAT matrix by module and user role and coordinated service workflow validation to identify defects, blockers and fixes.
- Led four direct reports: two QA testers, one developer and one UI designer, coordinating priorities, deliverable reviews and feedback.

UI/UX Designer | 2025

- Designed web and mobile interfaces through user research, wireframing, prototyping and interface validation.
- Built and maintained design systems to support product consistency and collaboration across teams.
- Worked with developers and product stakeholders to align proposals with requirements and support implementation.

HMH Sistemas

UI/UX Designer | 2022 - 2025

- Designed interfaces for enterprise and mobile platforms, informed by user research and usability analysis.
- Created and documented a centralized design system to improve interface consistency and support team workflows.
- Worked closely with developers during implementation and quality reviews.

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Professional experience

Cámara de Diputados

UI/UX Designer | 2019 - 2022

- Designed and maintained internal and public-facing government interfaces; created reusable components and implemented interfaces using HTML, CSS and JavaScript in Angular-based environments.
- Worked on chatbot search, galleries, tables and directories; supported platform maintenance, user training and institutional graphic design.

KHM

Junior Web Designer | 2018 - 2019

- Designed responsive web layouts and supported implementation with HTML, CSS and JavaScript. Produced branding, editorial design and illustration assets.

Freelance

Graphic Designer | 2015 - 2017

- Delivered branding, editorial design, illustration and advertising projects; managed deadlines and prepared assets for print and digital production.

Skills and tools

Design: Figma, Illustrator; user research, user flows, wireframes, prototypes, responsive design and design systems.

Collaboration: Client and engineering communication, documentation, acceptance criteria and functional validation. Excel, Trello and Google Drive.

Technical background: HTML, CSS and JavaScript; experience in Angular-based environments. Claude and Codex as work assistants.

Education and languages

Bachelor's Degree in Graphic Design | Universidad de Colima | Graduated in 2015.

High school specialization in Programming Analysis | 2011.

Additional training: Google UX/UI design (Coursera) and prototyping with Figma (Udemy).

Spanish: native | English: B2.