

Octavio Antonio Neira Gómez

Video Game UX/UI Designer

U-tad / Pontificia Universidad Católica de Chile

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Work Background

Digital Cannoli

Jun. 2024 - Present

UI UX Artist - *Part Time*

- Designed high-fidelity UI assets for a gothic soulsborne game.
- Refined user flows for improved usability and game navigation.
- Assisted in UI implementation using Unreal Engine 5.

El Palo Games

Mar. 2024 - Oct. 2024

UI UX Artist - *Part Time*

- Led the UI/UX Design/Art for Dusty, a stylized indie adventure game released in November.
- Developed a cohesive visual design and UI assets using Figma, Adobe Suite, and Krita for digital painting.
- <https://store.steampowered.com/app/3174280/Dusty/>

Paranoia Studios

Oct. 2023 - Oct. 2024

UI UX Artist - *Part Time*

- Led the UI/UX design and art for Myrmica, a sci-fi indie game released in November.
- Designed comprehensive user flows and all UI assets using Figma, Photoshop, and Illustrator.
- Created UI materials and shaders for enhanced visual design and collaborated on UI implementation in UE5.
- <https://store.steampowered.com/app/3276840/Myrmica/>

Grupo Imagine

Apr. 2023 - Present

Lead UI UX Designer

- Led the design of Medy: a healthcare app, achieving 5.000 active users within the first month of release and 20.000 active users after the third month.
- Led creative direction, problem-solving, and design system maintenance.
- Presented data-driven design solutions to stakeholders, driving successful outcomes.
- https://play.google.com/store/apps/details?id=ccl.help.appmobile&hl=es_GT

Leniolabs

Oct. 2022 - Apr. 2023

Senior UI UX Designer

- UX/UI design for Trinet's HR software, focusing on data-heavy designs and seamless service integration.
- Managed Design Systems, conducted user research, and performed competition analysis.

Bloomalert

Oct. 2022 - Dec. 2022

Senior UI UX Designer - *Part Time*

- Established a workflow for a satellite technology company monitoring sea levels and water composition.
- Designed dashboards and event systems as well as the onboarding experience for both mobile and desktop.
- Developed a Design System based on Material Design principles.

SMU

Oct. 2021 - Oct. 2022

UI UX Designer

- Developed a new self-service experience, increasing app conversion from 1.2% to 2.7% and web conversion from 0.6% to 1%.
- Managed the Design System and mentored junior design teams to foster collaboration and innovation.

Hipermercados Tottus

Dec. 2020 - Oct. 2021

UI UX Designer

- Worked as the sole UX/UI Designer for Tottus Chile and Perú, managing website flows for mobile and desktop increasing web conversion rate from 0.7% to 1.6%.

Idatum

Mar. 2019 - Dec. 2020

Graphic and UI Designer

- Specialized in Information and Data Design as a Freelance Graphic and UI Designer for CONAF, creating engaging infographics from extensive databases and contributed to the UI of multiple websites.

Academic Background

Game Design Masters Degree - Oct. 2023 - Oct. 2024

U-Tad

Madrid, Spain

Design of VR/AR Experiences with Unity - 2022

Núcleo Escuela

UX/UI & Web Development - 2019 - 2020

Coderhouse

Design - 2014 - 2019

Pontificia Universidad Católica de Chile

Graduate with 2 distinction votes

Languages

● Spanish

Native

● English

ETS TOEFL 2023

109/120 - C1 Level

Softwares

● Figma/Adobe XD/Invision/Sketch

Expert

● Unity

Intermediate

● Unreal Engine

Intermediate

● Basic programming HTML, CSS, C++, C#

Beginner

● Adobe Creative Suite (Illustrator, Photoshop, After Effects)

Expert

● 3DS Max

Intermediate

● Zbrush

Intermediate

● Microsoft Office

Advanced