

Daniel Munoz

UX & Product Designer

33 12 45 67 70

adanielmunozg@gmail.com

aDanielMunoz.com

/aDanielMunoz

/aDanielMunoz

/ English C1 - Toefl 617



Education

Now UX / UI / Interaction Designer
Interaction Design Foundation

2024 User Experience Research and Design
University of Michigan

2021 PhD in Material's Science
Universidad de Guadalajara

2020 UI/UX Design Specialization
California Institute of the Arts

2014 Master's in Industrial Design and
Product Innovation
Instituto Tecnológico y de Estudios
Superiores de Monterrey

2009 Mechatronic Engineering with
specialization in Industrial Design.
Universidad del Valle de Mexico y
Universidad Europea de Madrid

Work Experience

2021 - Now

Associate Professor of UX Design & Research Tecnologico de Monterrey - ITESM

Teaching how to design and innovative experiences tailored to user's needs. Work closely with Training Partners, students, and users to design better products, empathize with their needs, and find creative ways to improve their experiences.

A lot of research to get customer feedback on designs and/or research papers. Facilitate discovery sessions, design critiques, stakeholder reviews, and prototype testing for student design projects.

Stay informed on evolving design technologies and methodologies, driving process improvements and shaping design strategy for teaching and participating in conferences.

Every day, I apply the design thinking process and remain committed to continuous learning.

Themes: UX, UI, HCD, usability, emotional design, ergonomics product design and technology.

2021 - 2024

Director of the Design Program Tecnologico de Monterrey - ITESM

Collaborate closely with fellow Directors to understand students' needs, empathize with their experiences, and envision innovative ways to significantly enhance their school lives.

Work closely with fellow designers to innovate by creating cohesive and emotionally impactful events that enrich students' experiences. Conduct research and collaborate closely with my colleagues to gather student feedback on the design program and identify areas for improvement. Guide and mentor future designers.

Attend regular meetings with stakeholders to discuss industry and business needs, as well as identify areas for improvement in design education.

2015 - 2021

Industrial Design Professor Tecnologico de Monterrey - ITESM

Professor of the industrial design career, where I taught classes in product design, 3D modeling, experience design, user-centered design, ergonomics, usability, graphic design, innovation for product development and materials for design.

2013 - 2021

Product, visual and web Designer Freelance

As a freelancer I was designing products, renders, prototypes, brochures, brand manuals and websites.

2011 - 2014

Product Designer Sr. Ingusa / Cytsa

My position was Sr. Product Designer, where I worked alongside the engineering department to design custom, specialty pressure vessels for companies like General Electric.

2011 - 2011

Quality supervisor Moti Digital

Moti is a design, advertising and marketing company. My activities were to design user's manuals for all printing equipment, as well as to support the supervision and quality control of printed products.

2008

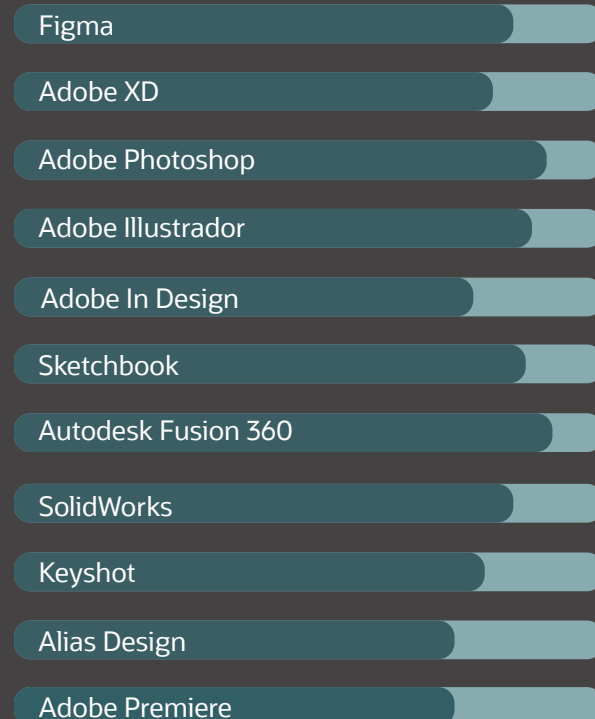
Boehringer Ingelheim Labs

An Internship where my activities were to support the quality control department in the calibration of measuring instruments and the design and generation of manuals for these processes.

Skills



Software



Courses

Jun - now	Interaction Designer Path <i>Interaction Design Foundation</i>
2024 Feb	User Experience Research and Design Specialization <i>University of Michigan</i>
2024 Jan	Design with Figma <i>Coursera Projects</i>
2022 Sep	Design with Figma <i>Youtube</i>
2021 Apr	Managing as a Coach <i>California University Davis</i>
2020 Jun	User Experience Principles and Processes <i>University of Michigan</i>
2020 Apr	UI/UX Design Specialization <i>California Institute of the Arts</i>
2020 Mar	Graphic Design Specialization <i>California Institute of the Arts</i>
2017 May	SolidWorks Professional Designer (CSWP) <i>Dassault Systemes, SolidWorks Corp.</i>
2017 Mar	Certified Educator Level 2 <i>Google for Education</i>
2014 Dec	Design Thinking Certificate <i>Universidad Politécnica de Madrid</i>
2014 Jul	Entrepreneurship and Innovation Workshop <i>Babson College, Boston USA</i>
2011 Mar	Adobe After Effects Certificate <i>Universidad del Valle de Atemajac</i>
2010 Jul	Web Design Certificate <i>Centro de capacitación de Alto Perfil Tecnológico</i>
2009 Jan	Industrial Design Specialization <i>Universidad Europea de Madrid</i>

Awards

2023

Premio Nacional de Diseño

Diseña México awarded me as the Absolute Winner of the Product Design category.

2022

Real Academia Española

First Place of National Award for the best Doctoral Thesis.

2020

Journal of Educational and Pedagogical Sciences

Winner of the Best Research Paper and Presentation in Paris, France.

2015

Tecnologico de Monterrey

Winner of the Best Innovation Project: Student's Design Portfolios.

2014

Tecnologico de Monterrey

Winner of the Best Research Applied Project for Master's Degree Thesis.

2013

Dulces Montes

Winner of the best product design innovation.

2012

International 3D Printing Event

Winner of one of the best 5 minimal and useful 3D printed designs.

Research

2025

Paper: The impact of UX Design on gender equality, a case study on surgical instrument's design. In process.

2024

Paper: "Binding Ai and XR in Design Education: challenges and opportunities with emerging technologies". International Conference on Engineering and Product Design Education.

2023

Paper: "Design and educational innovation: development of a new emotional design evaluation methodology". Technological Ecosystems for Enhancing Multiculturality TEEM23

2023

Paper: "Analysis of the Impact of Virtual Reality on High School Students' Learning in Nutrition Courses". <https://ieeexplore.ieee.org/document/10104668>

2022

Conference Paper: "Creative factors that led to the evolution of the educational model for design teaching". 3rd INTERNATIONAL SYSTEMS AND DESIGN 4 CREATIVITY

2021

Paper: "The use of finite element analysis in design courses and its effect in product development" DOI: 10.1109/IEEECONF53024.2021.9733764

2020

Paper: "An Exploratory Study of the Student's Learning Experience by Applying Different Tools for e-Learning and e-Teaching". <https://publications.waset.org/10011512>

2020

Paper: "Study on the properties of a polymer system based on poly(ethylene glycol), n-isopropyl acrylamide and chitosan for controlled drug delivery". DOI: 10.1007/s00396-020-04733-1

2019

2019 Paper: "Blending Gamification and Project-based Learning with Rapid Prototyping Technologies in Enhancing Students' Learning of Design". DOI: 10.1145/3369255.3369274

2016

Paper: "Design of a brick with sound absorption properties based on plastic waste & sawdust" DOI: 10.1109/ACCESS.2015.2461536

Projects as UX Designer

Based on the previous 3 pages, in this section I present a summary of the most relevant Projects of my last 4 years of experience as UX Designer also showed in my portfolio.

Design of a Mobile App for Apple Watch

2024

As part of my certification as UX designer and Researcher by the University of Michigan

Bio Med - UX Design & Gender Equality

2023

Winner of the National Award of Design "Diseña México"

SaaS UX Design - Mazda Infotainment

2022

As part of the Mazda Design Challenge

UX Design for a Website

2021

Improvement of the oficial Design Career for the University

UX Design for Product Design
Design for a Mobile App - Food Delivery

2020

As part of the certifications of User Experience Designer and Graphic Designer by the California University of Arts

Portfolio

<https://adanielmunoz.com>

Other Links

<https://www.interaction-design.org/members/angel-daniel-munoz-guzman>

<https://orcid.org/0000-0002-6140-4880>