

# Julian Damy

PRODUCT DESIGNER  
DIGITAL ILLUSTRATOR

718.980.8733  
juliandamy.ny@gmail.com  
Brooklyn, NY

DESIGN WORK  
juliandamy.com

ILLUSTRATION WORK  
jdpaulsen.com

## Core Competencies

---

- Product Design
- Rapid and Rich Prototypes
- User Experience
- User Research
- Design Systems
- Front-End Development
- Shopify Development
- Agile Methodologies
- Digital Illustration

## Technical Proficiencies

---

- Adobe Creative Suite
- Sketch/Figma
- InVision/Zeplin
- Tumult Hype
- Google Suite
- Jira

Experienced Multidisciplinary Product Designer with a proven record of delivering innovative desktop and mobile applications. Expert in UX/UI, visual design, and digital illustration, with advanced skills in front-end development.

## Work Experience

---

### Freelance Product Designer

#### Self-employed

July 2023 - Present

- Employs UX/UI design, digital illustration, and front-end development skills to create digital applications for desktop and mobile.
- Leads full project life cycles, from wireframes to high-fidelity designs to hand-off files, achieving client goals and high user satisfaction.
- Designs and implements scalable design systems that streamline development and ensure brand consistency across digital platforms.
- Advises clients on digital strategy and product development best practices, fostering collaborative relationships with developers and product managers.

---

### Orange Comet

#### Senior Digital Illustrator

January 2022 - July 2023

- Created original digital illustrations in diverse styles, aligning with project objectives and budget constraints.
- Developed assets for Web3 games, applying principles of UX design to create immersive and interactive digital environments for leading entertainment companies, including AMC, Dreamworks, and Marvel.
- Collaborated with notable personalities such as Sir Anthony Hopkins and William Shatner on digital collectibles, leveraging storytelling through art.
- Led a team of full-time and freelance creative members.

## **Small Planet Digital**

### **Creative Director, Product Design**

March 2015 - January 2022

- Steered the strategic direction for UX/UI design, maintaining a hands-on role in crafting digital applications for clients such as Disney Publishing and Fuji Film.
- Managed and mentored a team of designers, fostering a culture of innovation and excellence.
- Collaborated with clients to integrate insights from big data analytics into user-centric designs, enhancing product relevance and usability.

### **Associate Creative Director, Product Design**

March 2013 - February 2015

- Directed the production of digital solutions, maintaining a hands-on approach in UX/UI and visual design.
- Worked on projects with socially conscious organizations, including Voto Latino and Planned Parenthood.
- Instrumental in team expansion and development, providing mentorship while also contributing directly to the design and creative process to uphold best practices and high-quality standards.

### **Art Director, Product Design**

March 2012 - February 2013

- Led the UX and UI design and production efforts for mobile applications. Notably worked on three Disney apps that achieved #1 status in the App Store.

## **Education**

---

### **B.A. in Graphic Design**

La Salle University, Mexico City

## **Languages**

---

- **English** 100% Proficiency
- **Spanish** 100% Proficiency