



Antonio J. Marín Medina

Product Designer

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“I design so that the user can flow without obstacles; in this way, design fulfills its purpose.”

Experience

Product Designer

InnoTest
May 2021 / August 2025

As head of the creative department, I led the design of new high-impact features for users. I conducted competitor analysis and identified needs to boost sales and improve the user experience. I designed key dashboard sections to optimize internal productivity. I also actively participated in the QA department, performing feature testing and bug hunting. Furthermore, I collaborated with the business area by contributing strategic ideas and designing promotional materials for social media.

Graphic and Interface Designer

Indotalk
April 2017 / January 2021

I was responsible for designing and optimizing interfaces, screenshots, and icons for office mobile applications such as converters and translators. Additionally, I developed the company's corporate identity and designed its websites. I also produced advertising and creative materials for social media campaigns and other digital channels.

Game Designer and Artist

Rename Studio
2018 / 2022

I led the comprehensive design of video games through all stages, highlighting the development of Alt254, which was awarded for its innovative mechanics. I also created and adapted key graphic materials for the studio, including posters, corporate presentations, and visual identity.

Education

Universidad de Málaga

Master's Degree in Video Game Design and Art
2015 / 2016

Bachelor's Degree in Fine Arts
2009 / 2013

Skills

Figma
After Effects

Photoshop
Illustrator
InDesign

HTML
CSS
Javascript

Spanish (Native)
English (Intermediate)
Japanese (Basic)