



Alexandra Morodo Mantville

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UX/UI DESIGNER

I'm a UX/UI Designer with 4+ years of experience designing user-centered digital products using across multiple industries. I've worked with different clients leading projects independently while also collaborating closely with other designers, developers, and product managers. Strong in end-to-end UX, from research and problem definition to high-fidelity UI and design systems. Experienced working closely with product managers and developers in agile teams, with a focus on creating intuitive, accessible, and scalable digital experiences.

SKILLS

- Design Thinking
- Prototyping
- Figma
- Wireframing
- User Research
- User Interface Design
- User Experience
- Adobe InDesign
- Adobe Photoshop
- Adobe Illustrator

EDUCATION & CERTIFICATES

Ironhack

Aug 2021 - Oct 2021

UX/UI bootcamp in Lisbon, Portugal

Arts University Bournemouth

Sept 2018 - Jun 2021

Graduated as Second Class Upper Division in BA (Hons) in Graphic Design

LANGUAGES

- English: Native
- Spanish: Native
- Portuguese: Intermediate

WORK EXPERIENCE



UX/UI Designer at Altar.io

Sep 2022 - Oct 2025

Lisbon, Portugal

- Designed and prototyped end-to-end user flows for desktop, mobile, and SaaS applications in a variety of sectors, such as enterprise, e-commerce, logistics, insurance, and collaboration tools, and many more, making sure that the user interfaces felt intuitive and visually appealing.
- Worked closely with product managers and developers during agile sprints to ensure design solutions met both business objectives and technical requirements
- Refined UI components and contributed to scalable design systems, improving efficiency for multiple client projects.



UX/UI Designer at Splink

April 2022 - Aug 2023

Lisbon, Portugal

- User experience research
- Led rebranding of Splink's digital identity, refreshing their website and product UI to align with new positioning, increasing brand consistency across platforms



UX/UI Designer at Pleez

July 2021 - August 2021

Lisbon, Portugal

- Designed and prototyped a digital menu solution for Pleez, improving usability and reducing ordering friction for restaurant clients



Designer at DSI 2010

Freelance

Madrid, Spain

- My role covered the full design process, from research to the final logistics platform as well as the implementation of the new visual identity across digital materials.