ダニエル・ニスタウス

Daniel Nisttahuz

Product & Motion Designer

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EXPERIENCE

Sep 2022 - Feb 2023

Woven Planet by Toyota

TOKYO, JAPAN

Sr. UI/UX Product Designer

- User Research & Insights.
- Design System Development.
- Promo Video Creation.
- Design Concepts & Prototypes.
- Cross-functional Collaboration.
- Stakeholder Presentations.

Nov 2021 - Jun 2022

Lottiefiles

TOKYO, JAPAN (REMOTE)

Principal Product Designer & Head of Education

TEAM LEAD OF 4 DESIGNERS.

- Product & Tech Promotion.
- Education Department Leadership.
- Content Creator.
- Design Technologist.
- Design Team Mentorship.
- UX optimization through data analysis and testing.
- Stakeholder communication and feedback integration.
- Keeping updated on industry trends and tools.

Jan 2021 - Nov 2021

Moon Creative Lab

TOKYO, JAPAN

Sr. UI/UX Product Designer

- Lead Product Designer for SAAS internal platform.
- Cross-functional Design Strategist.
- Design Technologist.
- User research and persona creation.
- Wireframes, prototypes, and high-fidelity designs.
- Collaborated with developers and product managers.
- Design system maintenance and adherence.
- Mentorship of junior designers.

Nov 2017 - Jan 2021

Design+Code

TOKYO, JAPAN (REMOTE)

Sr. Product & Motion Designer

TEAM LEAD OF 8 DESIGNERS.

- Developed course content for the D+C platform.
- Produced promotional videos for courses and products.
- Edited course videos for improved quality.
- Designed device mockups for the Angle library.
- Improved visual design and user experience.
- Produced marketing materials for the company.

Jan 2014 - Dec 2019

Universidad Catolica

LA PAZ, BOLIVIA

Assistant Professor of New Media

- Instructed Visual Design fundamentals.
- Delivered foundational concepts of animation.
- Instructed UI/UX, including components and systems.
- Taught design tools like Figma, Framer and Principle.
- Imparted various presentation techniques.

Jan 2014 - Nov 2017

Mojix

SANTA MONICA, CA | LA PAZ, BOLIVIA

Director of Product Design

TEAM LEAD OF 14 DESIGNERS AND 20 DEVELOPERS.

- Led cross-functional teams.
- Created prototypes for web and mobile.
- Collaborated on company strategy.
- Prioritized user-friendly design.
- Managed design systems.
- Fostered cross-team collaboration.
- Mentored team members.
- Stayed current with industry trends.
- Presented effective design strategies.

Sep 2011 - Jan 2014

CreatixBox

SANTA ANA, CA | LA PAZ, BOLIVIA

Director of Product Design

TEAM LEAD OF 11 DESIGNERS AND 4 DEVELOPERS.

- Art Direction & Team Leadership.
- Animation System Development.
- Visual Art for Interfaces.
- Marketing Campaigns.
- Design System Development.
- Develop visuals for web and mobile interfaces.
- User-Centered Design.
- Brand Development.

Apr 2011 - Aug 2011

Raven Studios

SANTA ANA, CA

Cameraman & Video Editor

- Web designer and animator.
- Cinematography.
- Video Editing: Pre and Post production.
- Shoot Management.
- Organization, planning, storyboarding & shoot execution.
- Worked closely with clients to deliver tailored solutions.
- Maintained and operated video equipment.

Jan 2010 - Apr 2010

Korean Scout Association

SEOUL, KOREA

Designer

- Marketing Material Design.
- Partnership Building.
- Global Event Coordination.
- Visual Communication.
- Problem-solved with cross-functional teams.
- Illustrator.
- Creative Collaboration.
- Brand Development.

Apr 2011 - Aug 2011

ICCS Inter American Region

COCHABAMBA, BOLIVIA

Director of Communication & Media

TEAM LEAD OF 6 DESIGNERS AND 2 DEVELOPERS.

- Regional Marketing Art Direction.
- Illustrative Media Production.
- Workshop and Event Coordination.
- In-App Graphics and Brand Promotion.
- Front-End Web Development.
- Comprehensive Book Creation.

EDUCATION

2010 - 2012

IESA Multimedia

PARIS, FRANCE

MFA, Project Manager in Multimedia

2011

C.E.F.P.F.

PARIS, FRANCE

POSTGRADUATE, Multimedia Journalist

2006 - 2008

Universidad Real

LA PAZ, BOLIVIA

BFA, Cinematography & Cameraman

2003 - 2007

Escuela Militar de Ingenieria

LA PAZ, BOLIVIA

BS, Electronic Engineer

LANGUAGES

ENGLISH   FRENCH

SPANISH   PORTUGUESE

ITALIAN   JAPANESE (Currently Learning)

SKILL SET

Web Development · UI/UX · Mobile Development · Product Design · Design Systems · Prototyping · Business Strategy · Product Marketing · UX Research · 2D Animation · 3D Design · Animation · Storyboards · Illustration · Iconography · Branding · Photography · Post Production · VFX/Particles · Video Editing · CG · Project Management · Modeling - low poly · Motion Graphics

SOFTWARE PROFICENCY

Figma · After Effects · Lottie · Protopie · Sketch · Cinema 4D · Octane · Redshift · Arnold · Nuke · Z-Brush · Substance Designer · Substance Painter · Maya · Photoshop · Illustrator · Screenflow · FCPX · Premier · Adobe Animate · Mockup App · Keynote · DaVinci Resolve · Xcode · Rive · Visual Studio Code · Rotato · InDesign · Principle · Framer · Webflow · Notion · Linear · Jira