

Daniel Munoz

UX & Product Designer

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UX and product design informed by research, interaction design and a multidisciplinary foundation in design, engineering and education.

ENGLISH C1 · TOEFL 617

LINKEDIN / BEHANCE · /aDanielMunoz

01 PROJECTS AS UX DESIGNER

Oracle Health

■ Patient Overview

Physician and nurse overview designs, AI summary and nurse canvas, UX models and Chassis V2 alignment.

■ Oncology end-to-end experience

Referral/intake, pre-visit preparation and first visit; treatment planning, infusion scheduling/checklists, flowsheets, symptom/progression review, tumor board, nurse navigation and follow-up.

■ AI, voice and conversational charting

Voice commands, ambient intake listening, transcript/error views, generative forms, dictation note/order flows, conversational navigation, transitions and component architecture.

■ Charting and assessment workflows

Dynamic groups and states; acute-task/action-panel integration, adult ambulatory intake/history, assessment printing, core interaction/keyboard-focus patterns and design-to-code comparisons.

■ Body Map and charting

Acute clinical body-map documentation, end-to-end flows, UI component mapping and local interface components.

■ Reimagine iView

Nursing documentation explorations, patient-chart prototypes, inline editing, guided flows and intake-form/chart hybrids.

■ BMDI charting

Device-data review in medium/expanded views, intervals/look-back ranges, grouped-value selection, signing states and unsigned/out-of-range indicators.

■ Human Body visualization

Body-visualization UX framework, 3D and motion explorations, hip-replacement prototypes, wound transitions and implant visualization.

■ Ordering and role-based workflows

Favorites, bundles, multi-add, filtering, editing, medication/order patterns, problem-order linking and role-based charting proposals.

A multidisciplinary foundation.

02 EXPERIENCE

Tecnologico de Monterrey — ITESM

Associate Professor of UX Design & Research

2021 - Now

Director of the Design Program

2021 - 2024

Industrial Design Professor

2015 - 2021

Teaching UX, research and human-centered design; facilitating discovery sessions, critiques, stakeholder reviews and prototype testing. Program direction included student research, design education and mentoring.

Product, visual and web Designer

Freelance / 2013 - 2021

Product Designer Sr.

Ingusa / Cytsa / 2011 - 2014

Earlier experience

2011 · Quality supervisor, Moti Digital

2008 · Internship, Boehringer Ingelheim Labs

03 SELECTED PROJECTS & RECOGNITION

2024 Apple Watch app

UX design & research certification · University of Michigan

2023 Bio Med — UX Design & Gender Equality

Absolute Winner, Product Design · Diseña México

2022 SaaS UX Design — Mazda Infotainment

Mazda Design Challenge

2022 National award for best doctoral thesis

First place · Real Academia Española

SELECTED RESEARCH

2025 · UX design and gender equality in surgical instrument design. In process.

2024 · AI and XR in design education. International Conference on Engineering and Product Design Education.

04 EDUCATION

2021

PhD in Materials Science

Universidad de Guadalajara

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

Selected UX development

Now · UX / UI / Interaction Designer

Interaction Design Foundation

2024 · User Experience Research and Design

University of Michigan

2020 · UI/UX Design Specialization

California Institute of the Arts

05 CAPABILITIES

RESEARCH

User research · Human-centered design · Usability · Information architecture

DESIGN

Interaction design · UI · Wireframing · Prototyping · Strategic design

COLLABORATION

Leadership · Teamwork · Communication · Problem solving

TOOLS

Figma · Adobe XD · Photoshop · Illustrator · InDesign · Fusion 360 · SolidWorks