MELISSA CORDERO

UX & VISUAL DESIGNER

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OVERVIEW

Designer who works across UX, UI, visual design, branding, and front-end code, treating form and function as one problem.

I take products from strategy to launch: researching with users, mapping flows, prototyping early, testing, iterating, then building and shipping.

A background in behavioral therapy shapes how I research and design for real people, and years of game and 3D art gives me a sharp eye for visual craft, light, and motion.

SELECTED PROJECTS

Grace Mindcare: Website Redesign – Freelance Product Designer (2026)

- Partnered directly with the clinic as sole designer from strategy to launch: discovery, information architecture, user flows, visual design, copy, and front-end build.
- Simplified user flows to cut the steps needed to reach core tasks such as booking, the patient portal, and services.
- Prototyped in Figma and iterated on concepts and visual directions with the client, presenting design rationale at each round.
- Ran a usability review session and a Team UX Survey with the clinic team, synthesized the findings, and refined the design before launch.
- Rewrote the copy in a warm, plain-language voice, and designed and built 23 responsive pages in HTML/CSS.

Breathing Garden: Interaction Wellness Experience – Solo Project (2026)

- Owned concept, UX, visual and motion design, and code for a browser-based breathing experience where a plant grows with each guided breath.
- Made motion the core interaction: breath-paced animation, a hold-to-begin progress control, and smooth scene transitions.
- Built the full UI system and documented it as a Figma component library with color variables and text styles.
- Designed for emotional safety: user-controlled pacing, no streaks or saved data, and a clear path to the 988 crisis line.

WORK EXPERIENCE

UI Icon & Asset Artist - Pancake Games (2026 - Present)

- Created UI icons and 2D assets for game interfaces using Adobe Photoshop.
- Collaborated with the Art Director.
- Designed assets aligned to the established art style, ensuring visual consistency across UI elements.

Freelance UI/UX Designer - Mental Health Clinic Website Redesign (2026)

- Conveyed human-centric care philosophy with a warm, nurturing tone.
- Reduced number of UI interactions required to reach core site functionality.
- Rewrote site copy to reduce academic tone and improve service clarity.
- Used Figma, Canva, HTML/CSS.

3D Artist Generalist - Endless Adventures (2024 - 2025)

- Managed and supported multiple areas of the 3D production pipeline, including modeling, rendering, texturing, and lighting.
- Asset creation of multiple different 3D models, environment, textures, and final composition.
- Assisted the Art Director with digital paintings for game assets and environments.
- Collaborated with Software Engineers, Art Director, and other artists from different departments to ensure visual consistency and realize the project's creative vision.
- Supported marketing team with livestream assistance

Clinic Lead, Digital Marketing Specialist - A.P.P.L.E. Consulting (2022 - 2024)

- Provided direct one-to-one ABA therapy for individuals diagnosed with Autism Spectrum Disorder in clinic and school.
- Provided ABA skills in adaptive speech, language, communication, vocational, behavior, play, and cognitive skills.
- Collected data and charted individual's goals and graphing for the BCBA.
- Implemented the Behavior Intervention Plan (BIP) and Skilled Based Treatment (SBT).
- Wrote and optimized content for the website's social networking accounts, such as Facebook, Instagram, and LinkedIn using Constant Contact.
- Edited photos and videos using Canva and Adobe Creative Cloud.

SKILLS

Marketing & Content

- Digital campaigns (Constant Contact)
- Brand Voice & Copy writing
- Content Strategy
- Figma-to-HTML/CSS web design
- Adobe Creative Cloud (Photoshop & Illustrator)

3D & Interactive

- Unreal Engine 5
- ZBrush, Maya, Blender
- Substance Suite
- Marmoset Toolbag
- DaVinci Resolve

Product & UX

- User research (user-first approach)
- Cross-functional collaboration
- Figma, Canva, Wireframing, Responsive Design

EDUCATION

Academy of Interactive Entertainment

Advanced Diploma of
Game Art and Animation

Shoreline Community College

Game Art and Design
AAAS

Google (via Coursera)

Google UX Design
Professional Certificate

Washington State Department of Health

Certified Behavior
Technician License

American Heart Association

Basic Life Support (CPR
and AED) Program