

Germán Dotta

Lead Designer, UX/Product & Brand | Professor

Montevideo (UY) · hi@germandotta.com · +598 99 914 014

www.germandotta.com · www.grmn.ws · [LinkedIn/germandotta](https://www.linkedin.com/company/germandotta)

Professional Summary

Designer with 20 years of experience leading cross-disciplinary projects in brand identity, user experience, and digital product design. I've worked with public institutions, startups, and international organizations, combining strategic thinking with hands-on execution.

I bring a holistic, systems-oriented perspective to every challenge. I lead teams, connect departments, translate complexity into clarity, and design impactful, user-centered solutions. I'm seeking leadership roles where I can contribute to decision-making, guide design vision, and drive meaningful change.

Professional experience

Lead Designer [Marvik](#) / 2024 - Present

- ↳ Leading UX/UI and identity design for AI-based platforms in a consultancy context.
- ↳ Facilitating discovery workshops and defining UX strategy aligned with product goals.
- ↳ Designing flows, wireframes, and high-fidelity prototypes with Figma.
- ↳ Collaborating with technical, marketing and commercial teams to ensure consistency and feasibility.
- ↳ Supporting operational and strategic tasks in communication, UX, and implementation.

Founder · UX & Brand Consultant (own study) [GRMN Studio](#) / 2012 - 2024

- ↳ End-to-end design leadership for digital products and identity systems in education, public sector, and health.
- ↳ Conducted research, planning, UX architecture, validation, and delivery.
- ↳ Led client workshops and aligned design solutions with business, institutional and user needs.
- ↳ Balanced strategy, product design, and branding across multilingual, multi-device projects.

Lead / Sr. Product Designer [Blaze](#) / 2023

- ↳ Designed UI and flows for high-traffic entertainment platforms.
- ↳ Delivered prototypes, user flows, and functional documentation.
- ↳ Worked closely with distributed teams in agile sprints.

Sr. UX/UI Designer [Etermax](#) X3M / 2022 – 2023

- ↳ UX design for a SaaS ad management platform.
- ↳ Led validation processes with users and iterated based on feedback.
- ↳ Collaborated with product and development teams in agile environments.

Sr. UX/UI Designer [Global Commerce Media](#) / 2019 – 2023

- ↳ UX/UI redesign for e-commerce platforms and internal tools.
- ↳ Focused on usability, accessibility, and user metrics.
- ↳ Coordinated with bilingual, remote teams.

Sr. UXUI & Graphic Designer Maldito Rodríguez / 2012

Sr. Designer / Graphic Creative VACA Boutique Creativa / 2010 – 2012

User Experience Manager D2B Network / 2010

UXUI Designer / Project Manager [Intermedia Uruguay](#) / 2005 – 2009

Education

- ↳ **Bachelor's Degree in Graphic Design** (2020)
Universidad de la Empresa (UDE), Montevideo, Uruguay.
- ↳ **Faculty of Architecture, Design and Urbanism** (2006)
Universidad de la República, Montevideo, Uruguay
Completed 5th year

Certifications

- ↳ **Diploma in Product Management** (2025)
Universidad Tecnológica Nacional, Buenos Aires
- ↳ **Design Management** (2025)
Fullstack, United States
- ↳ **UX Strategy** (2023)
Edison, Argentina
- ↳ **Design Thinking for Innovation** (2022)
University of Virginia, United States
- ↳ **Project Management Professional Certificate** (2022)
Google, United States
- ↳ **UX/UI Design** (2021)
Coderhouse, Argentina

Teaching & Mentorship

Associate Professor, Project Area [FADU/Udelar](#) — 2010 – Present

- ↳ Teacher in the Bachelor of Visual Communication Design, with a focus on identity, brand systems and user experience.

Selected Projects Supervised:

- ↳ Sistema de identidad para los Servicios Centrales de Udelar (2024)
- ↳ Marca 300 años de Montevideo (2023)
- ↳ Marca ciudad de Rosario, Colonia (2021)
- ↳ Identidad para Áreas de Udelar (2016)

Skills

- ↳ **Leadership & Strategy**
Team leadership · Stakeholder alignment · Workshop facilitation · Strategic vision
- ↳ **User Experience & Design**
End-to-end design · UX/UI design · Journey maps · User flows · Design systems · Prototyping · Usability testing · Iterative design
- ↳ **Product & Process Management**
Functional analysis · User stories · Technical documentation · Prioritization · Continuous improvement
- ↳ **Collaboration & Communication**
Cross-functional teamwork · Developer handoff · Design reviews · Stakeholder presentations · Agile methodologies (Scrum, Kanban)
- ↳ **Tools & Frameworks**
Figma · Miro · Notion · Jira · Confluence · Adobe CC · Slack · Google Workspace
- ↳ **Languages**
Spanish (native) · English (B2+)