

AUGUST 9, 1996
[30 YEARS]

MY NAME IS MICA GALIMBERTI,
BUT I PREFER MICKI

MOM OF 2
INSANE CATS

ART DIRECTOR

NA

UX/UI DESIGNER

ITS

GET
OR MICA.GALIMBERTI@GMAIL.COM



91 1872

(About)

Hey — I'm micki, a Creative Director, Sr. Multidisciplinary and UX/UI designer from Buenos Aires

Creative director and multidisciplinary brand and visual designer with 10+ years of experience building identity systems, digital products, and conceptual experiences across technology and visual culture. I combine strong art direction and editorial clarity with thoughtful UX/UI foundations to create distinctive, cohesive experiences across digital and print. Experienced in leading rebrands, enterprise platforms, and cross-functional product teams from concept through execution, balancing experimentation with meaningful outcomes for users and businesses.

Services

Art Direction, Brand Identity Design, Web Design, Product Design, Creative Leadership, Motion Design, Illustration, Generative AI Art Direction, and Image Retouching.

Tools

Figma, Adobe Illustrator, Photoshop, InDesign, After Effects, Premiere Pro, Jitter, Procreate, Webflow, Readymag, and Resolume Arena.

Languages

Spanish (native), English (Professional working proficiency—B2)

(Education)

01—UADE

(Bachelor's in Design and Management of Aesthetics for Fashion)

Aug 2026 — Present

Combines design, communication, and management across editorial, audiovisual, and experiential projects.

02—UNIVERSITY OF BA (UBA)

(Graphic Design)

Mar 2015 — Dec 2022

Graphic Design student at the University of Architecture, Design and Urbanism of Buenos Aires.

03—CODER HOUSE

(Advanced UX/UI Design)

Dec 2020 — Feb 2021

UX/UI Design student at CoderHouse, where I've learned in a deeper way the concepts of research, design, prototyping and iteration of an App/Web design

04—INSTITUTO AGUSTINIANO

(High School Diploma in Communication, Art and Design)

Mar 2009 — Dec 2014

Student at Instituto Agustiniano, oriented in Arts. Carrying out workshops of Radio and TV, Graphic Design and Visual Arts

(Professional Experience)

01—WINONA

(Sr. UX/UI Lead)

Sep 2024 — Present

USA

- Joined Winona full-time after leading design through Outliant.
- Own the digital product experience.
- Lead UX/UI strategy through research, analytics, and testing.
- Built Winona's unified design system.
- Improve accessibility and usability for older users.
- Design intuitive and compliant healthcare interfaces.

02—OUTLIANT

(Creative Director)

Jun 2022 — Sep 2024

Texas, USA

- Led visual identity creation for clients and the company.
- Led creative direction for the team.
- Co-lead and manage 16 designers.
- Foster collaboration and innovation.
- Align design with business objectives.
- Oversee design from concept to hand-off and execution.
- Ensure timely project deliveries.
- Collaborate with cross-functional teams.

03—IT'S MICKI

(Art Direction, UX/UI & Visual Designer)

Mar 2016 — Present

BA, Argentina

From the start of my career, I've taken on diverse freelance projects in art direction, graphic design, communication strategies, video editing, animation, illustration, and web design. These experiences have given me a deep understanding of the creative field.

04—DOMINGO STUDIO

(UX/UI & Visual Designer)

Mar 2021 — Jun 2022

Barcelona, Spain

- Led UX/UI design with user focus.
- Developed wireframes and prototypes.
- Created engaging social media content.
- Edited videos — motion design.
- Crafted cohesive brand identities.
- Developed guidelines, logos, visual stories.
- Image retouch / Photo treatments.

05—GRUPO MUCHNIK

(UX/UI & Visual Designer)

Mar 2021 — Dec 2021

BA, Argentina

- Collaborator on visual and UX/UI design for some of this clients: Citric, Lemon Cash, Mercado Libre, Payoneer, MODO, Deel, etc.
- UX/UI design and prototyping.
- Creative content for social media.
- Design for newsletters and decks.
- Crafted cohesive brand identities.

06—20DEDOS

(Graphic Designer)

Sep 2020 — Mar 2021

BA, Argentina

- Brand identity.
- Creative content for social media.
- Marketing and brainstorming workshops.
- Video editing and animation.

07—UNSAM

(Graphic Designer)

Mar 2017 — Mar 2020

BA, Argentina

- Creative content for internal communication.
- Design and marketing for social media.
- Video editing and motion.
- Collaborated in the creation of the brand book.