

Daniel Munoz

UX & Product Designer

UX & Product Designer working across digital and physical products, user research and design education. Experienced in discovery facilitation, stakeholder reviews, prototyping and testing, with a human-centered approach to complex design problems.



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PROJECTS AS UX DESIGNER

Oracle Health

01 Patient Overview



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

03 AI, voice & CAAD charting



AI Mode, CAAD Patterns, voice commands and ambient intake listening; transcripts/errors, generative forms, dictation note/order flows, conversational navigation, transitions and component architecture.

05 Body Map and charting



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

07 BMDI charting



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

09 Ordering & role-based workflows



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

Clinical product experiences spanning patient context, Charting, visualization and ordering workflows.

02 Charting 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.

04 Charting & 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.

06 Reimagine iView



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

08 Human Body visualization



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

PORTFOLIO / UX & PRODUCT DESIGN

danielmunozg.com



Practice, proof & perspective.

02

02 Career

- 2021 - Now** **Associate Professor of UX Design & Research**
Tecnologico de Monterrey - ITESM
Teach human-centered design through research, discovery sessions, design critiques and prototype testing.
- 2021 - 2024** **Director of the Design Program**
Tecnologico de Monterrey - ITESM
Researched student needs, shaped the design program and worked with industry stakeholders to improve design education.
- 2015 - 2021** **Industrial Design Professor**
Tecnologico de Monterrey - ITESM
Taught product and experience design, usability, ergonomics, 3D modeling and innovation.
- 2013 - 2021** **Product, visual and web Designer**
Freelance
Designed products, prototypes, renders, websites, brochures and brand manuals.
- 2011 - 2014** **Product Designer Sr.**
Ingusa / Cytas
Partnered with engineering to design custom pressure vessels for companies including General Electric.
- 2011** **Quality supervisor**
Moti Digital
Designed equipment manuals and supported supervision and quality control of printed products.
- 2008** **Internship**
Boehringer Ingelheim Labs
Supported instrument calibration and created manuals for quality-control processes.

03 Earlier UX projects

- 2024** Apple Watch app · Michigan certification
- 2023** Bio Med — UX Design & Gender Equality
- 2022** Mazda Infotainment · Mazda Design Challenge
- 2021** University design-program website
- 2020** Product design · CalArts certification
- 2020** Food-delivery app · CalArts certification

CAPABILITIES

- Research & strategy** UX research · User-centered design · Strategic design · Problem solving
- Product & interaction** UX / UI · Interaction design · Information architecture · Wireframing · Prototyping
- Collaboration** Leadership · Communication · Teamwork · Product development

04 Education

- Now** **UX / UI / Interaction Designer**
Interaction Design Foundation
- 2024** **User Experience Research and Design**
University of Michigan
- 2021** **PhD in Materials Science**
Universidad de Guadalajara
- 2020** **UI/UX Design Specialization**
California Institute of the Arts
- 2014** **Master's in Industrial Design and Product Innovation**
Tecnologico de Monterrey
- 2009** **Mechatronic Engineering · Industrial Design specialization**
Universidad del Valle de Mexico /
Universidad Europea de Madrid

05 Recognition

- 2023** **Premio Nacional de Diseño**
Absolute Winner · Product Design · Diseña México
- 2022** **Real Academia Española**
First Place · National Award for the best Doctoral Thesis
- 2020** **Best Research Paper & Presentation**
Journal of Educational and Pedagogical Sciences · Paris, France

06 Selected research

- 2025** UX Design & gender equality: surgical instrument design. In process.
- 2024** Binding AI and XR in Design Education: challenges and opportunities with emerging technologies.

TOOLS

Figma · Adobe XD · Photoshop · Illustrator · InDesign · Premiere · Sketchbook · Fusion 360 · SolidWorks · Keyshot · Alias Design