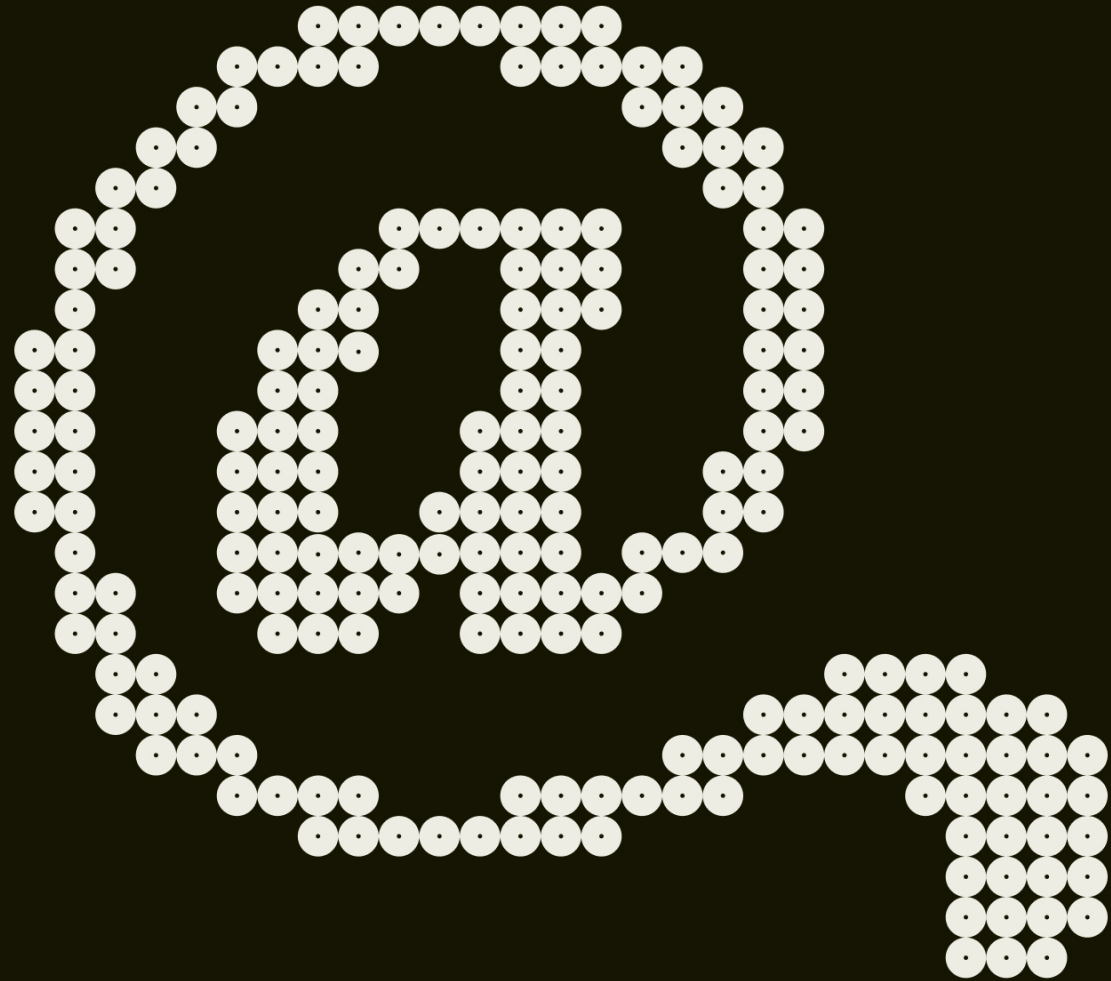




amartinezgaraulet@gmail.com  
albertomg.net



**Alberto MG** is a designer, writer, and artist exploring the intersections of nature, technology, and perception.

## Design Portfolio

UI/UX • Creative Direction • AR/VR  
Identity • Research



**in** Alberto Martinez Garaulet



# Alberto MG..

**..is a multidisciplinary artist and designer currently based in New York**

**Alberto is a graphic and interaction designer originally from Spain and Mexico.** Having worked in various practices, such as product design, immersive performance, and AR/VR has allowed them to foster a unique perspective in their practice.

Alberto cares deeply about having a conscious approach to design. In their time, they also work as an artist and writer exploring the intersections between nature, technology, and perception.

# Contact

**+1 (786) 491 5496**

**amartinezgaraulet@gmail.com**

**albertomg.net**

**Currently working on the Third Space Network with Randall Packer.**

\* 5



★ 17



\* 22



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## Selected Projects

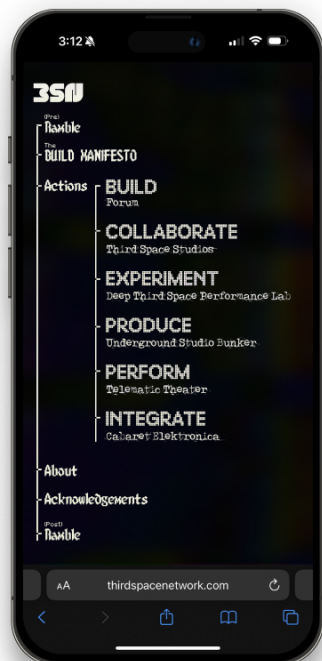
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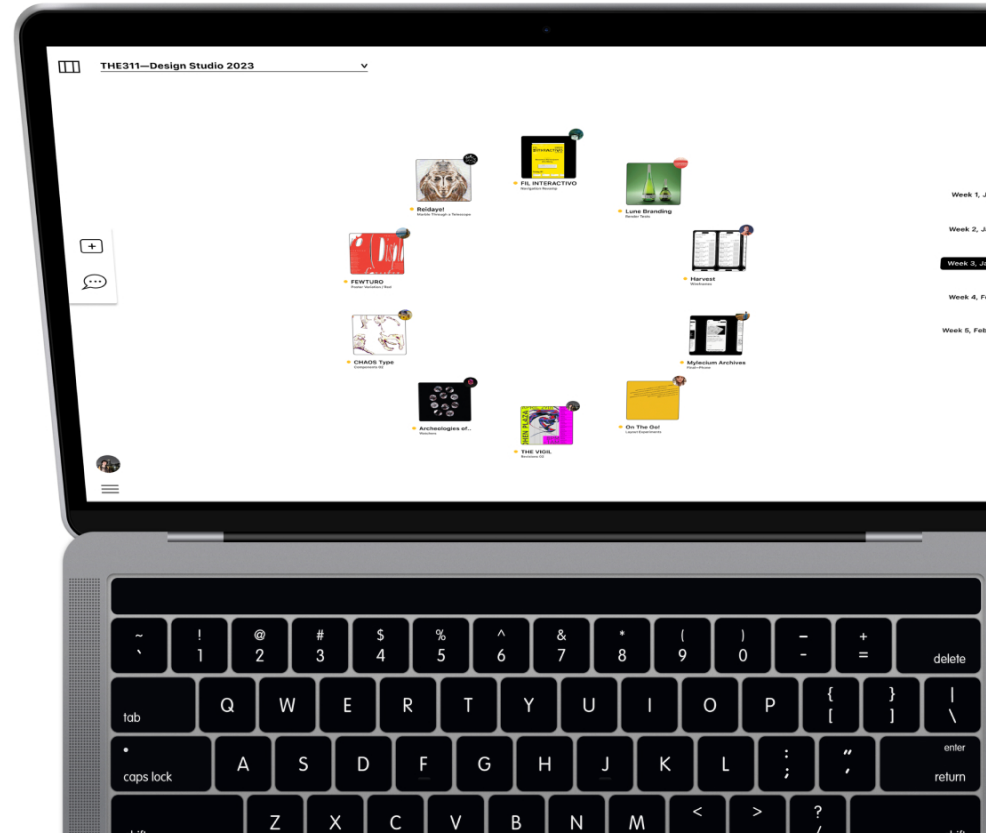
\* 8



\* 24



\* 13



# Selected Projects

## \* **FIL**

Identity  
User Interface

## \* **3SN**

Identity  
User Interface  
User Experience

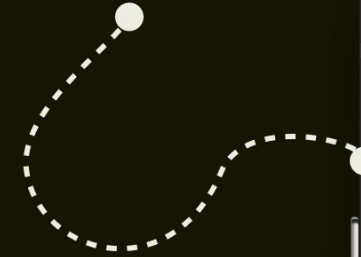
## \* **Sessions**

Research Driven  
User Interface  
User Experience

## \* **Mael Labb**

Identity  
User Interface  
User Experience

From  
\* **3SN**



# FIL Interactivo

## An Immersive Journey

**A first of its kind, INTERACTIVO** is a brand new theme at FIL exploring the horizons of narrative.

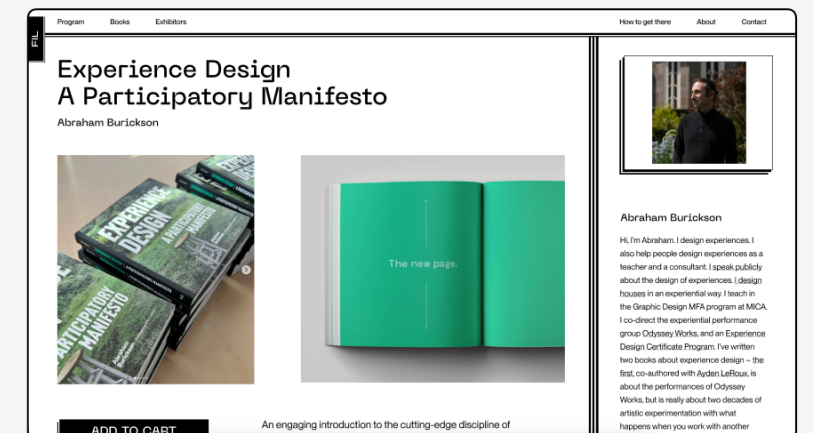
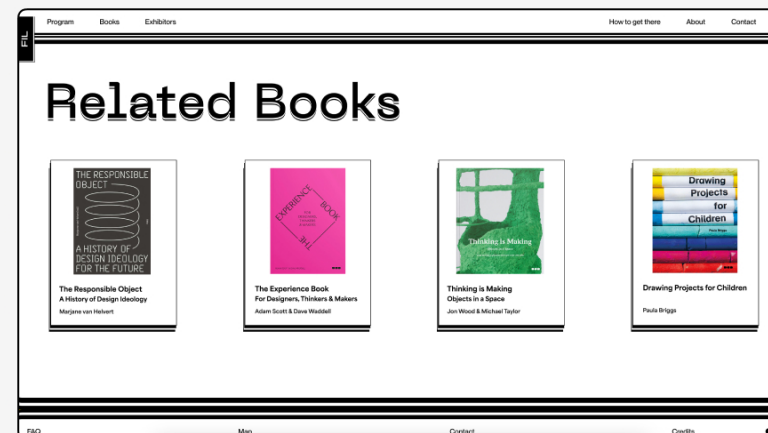
### Personal Project

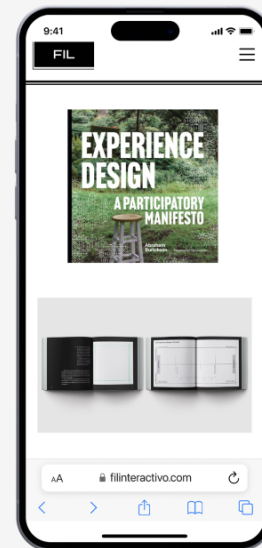
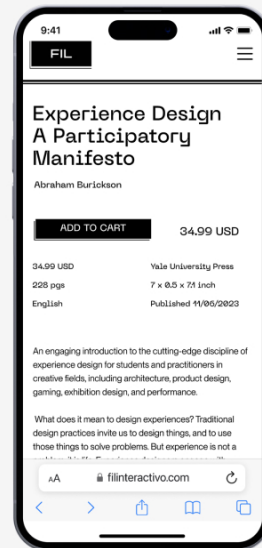
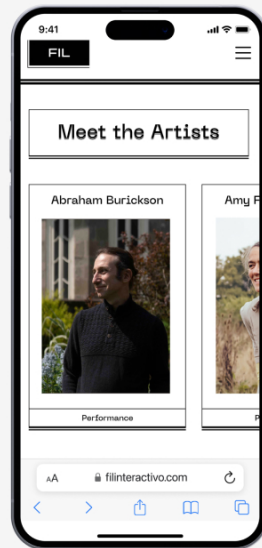
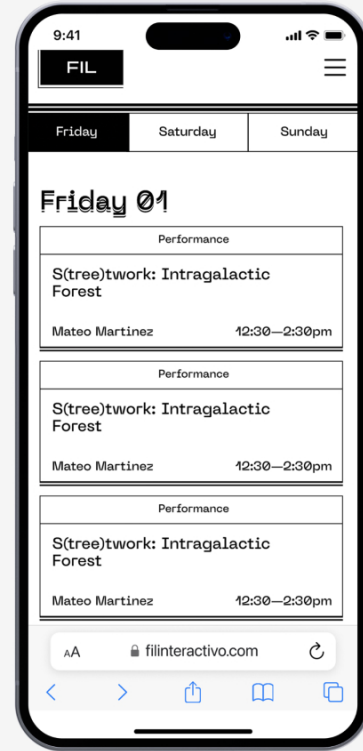
- UI/UX
- Creative Direction
- Identity



**Event webpage** for a hypothetical addition to Guadalajara's book festival, FIL.

This new event would showcase immersive and innovative narratives where audience members become participants.







# Third Space Network

## Website + Identity

for all upcoming project's under the Third Space Network (3SN).

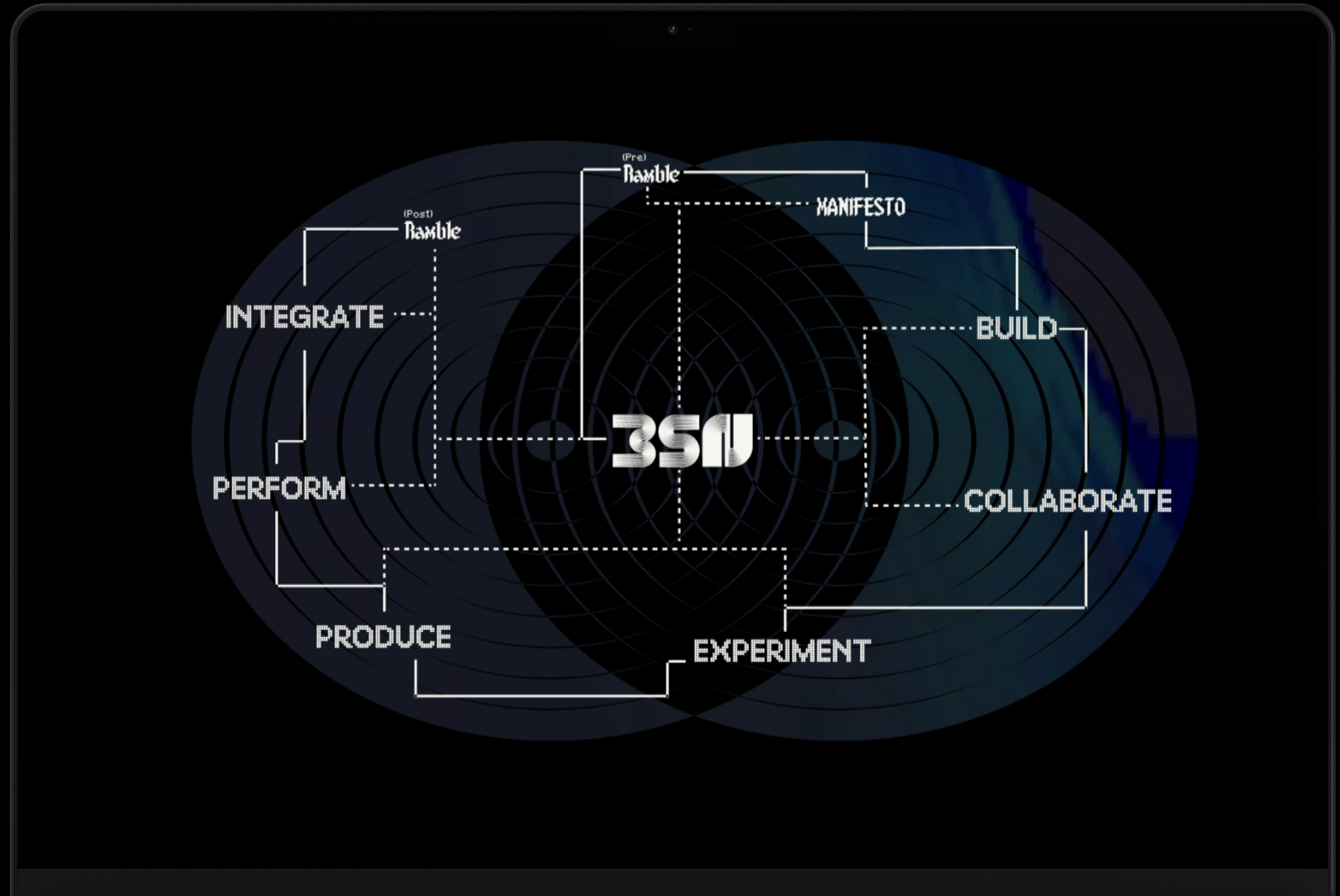
## Client: Zakros InterArts

- Identity
- UI/UX

## Visit at

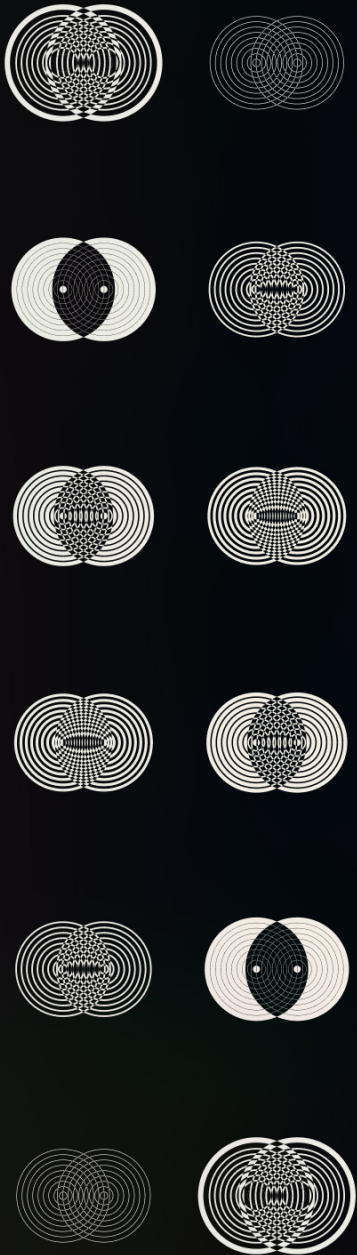
[www.thirdspacenetwork.com](http://www.thirdspacenetwork.com)\*

\*Site is scheduled to be live by october





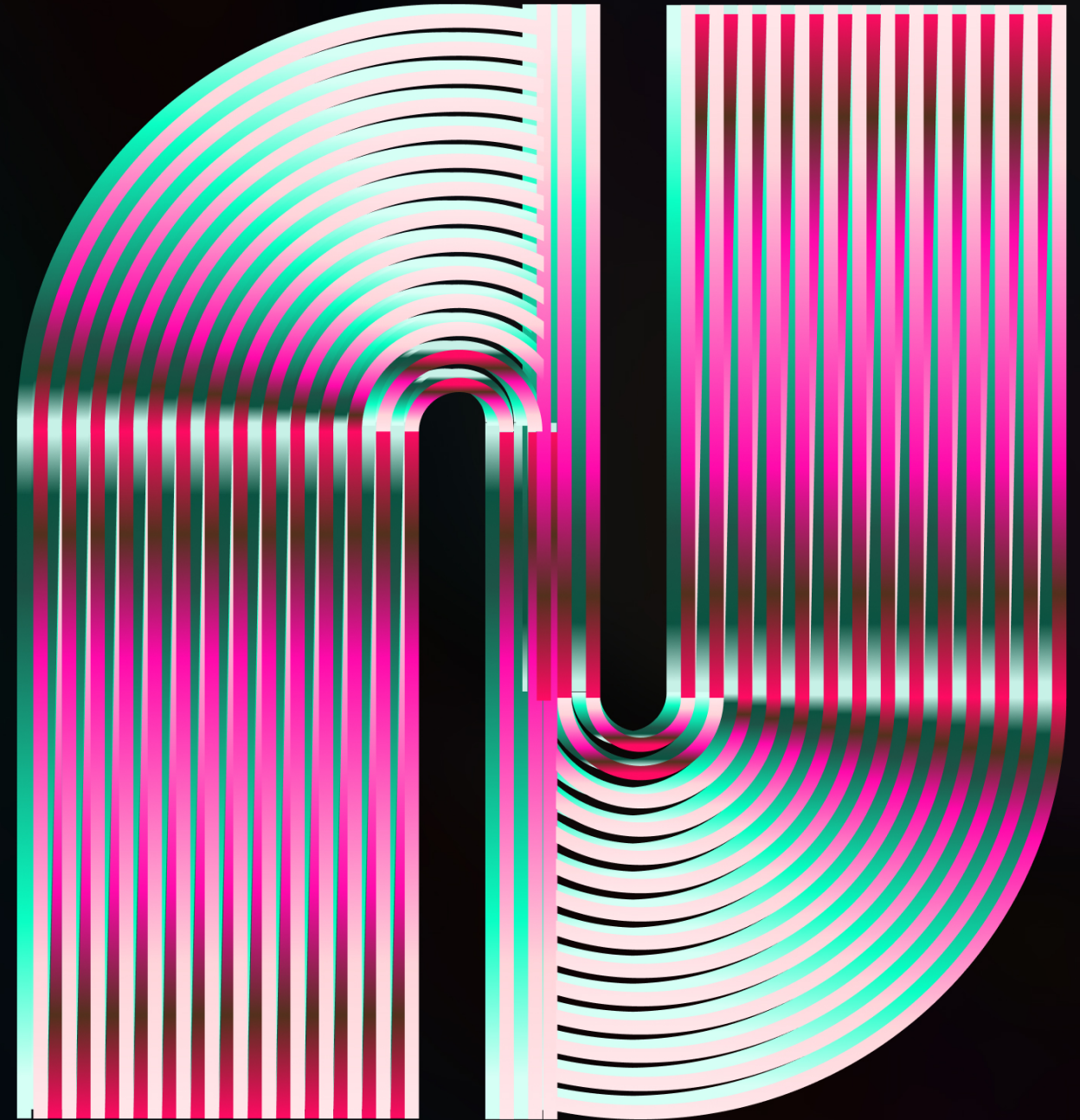
Icons



Main Logo



Main Logo Detail



Fonts

PunkType 8-bit Limit (B&K)

GE ANARCHY EXE Pixel Perfect

ARRAY

Action Titles



Collaborate  
Third  
Space  
Studios

Collaborate  
Third  
Space  
Studios



Experiment  
//Deep Third Space//  
Performance  
\\ Lab //

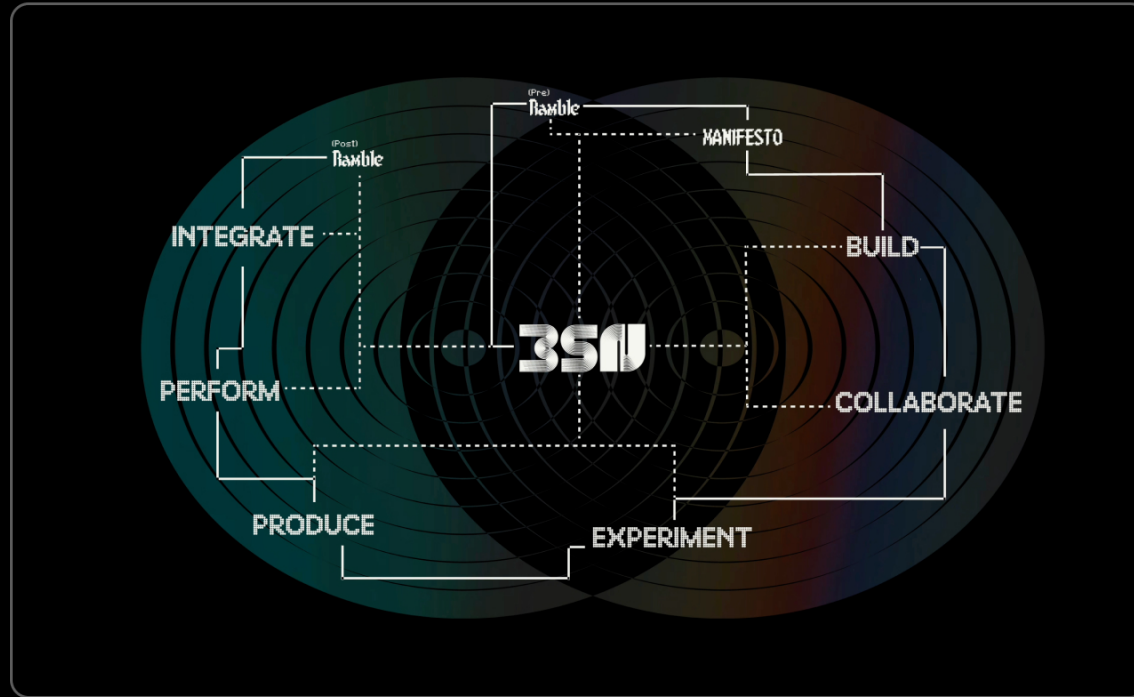
Experiment  
//Deep Third Space//  
Performance  
\\ Lab //

Perform  
Telematic  
Theater

Perform  
Telematic  
Theater

Integrate  
CABARET  
ELEKTRONICA  
Alice Travels Beyond  
Wonderland

Integrate  
CABARET  
ELEKTRONICA  
Alice Travels Beyond  
Wonderland



(Pre) Ramble

Let's Imagine...

Together we are building a new artistic culture in the shared third space of the Network, a space for the immateriality of digital art. Does this sound like a dream? Yes, it is a dream, and it is OUR dream of a new kind of virtual community. We have given the dream a name: Third Space Network, a new commons for the information age, a laboratory for inventing new forms of digital art that have not yet come into being, or, we might say, a Gesamtdatenwerk: a total data work.

Previous Network

Next Build Manifesto

We have an opportunity to build on the work of

Collaborate

Third Space Studios

Imagine...

Previous Build

Next Experiment

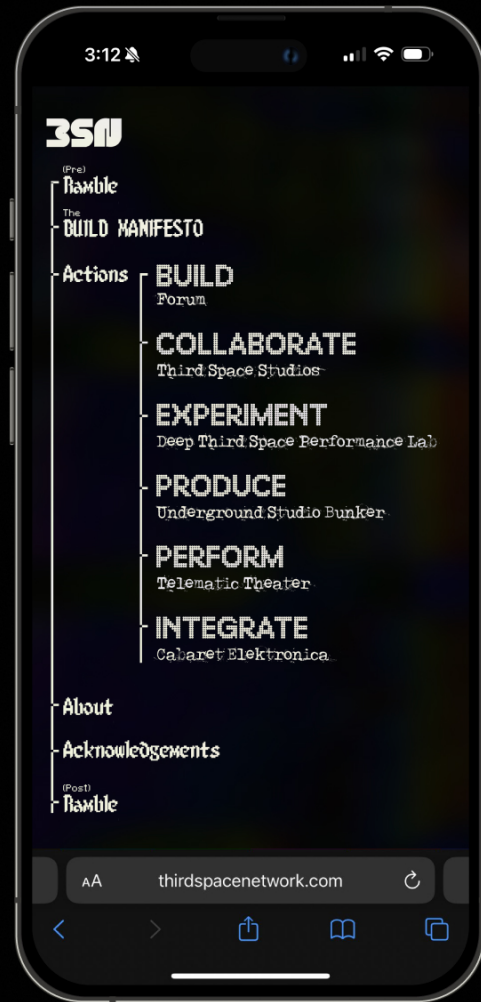
Perform

Telematic Theater

Imagine...

Previous Produce

Next Integrate



Visit at [www.thirdspacenetWORK.com](http://www.thirdspacenetWORK.com)\*

\*Site is scheduled to be live by october

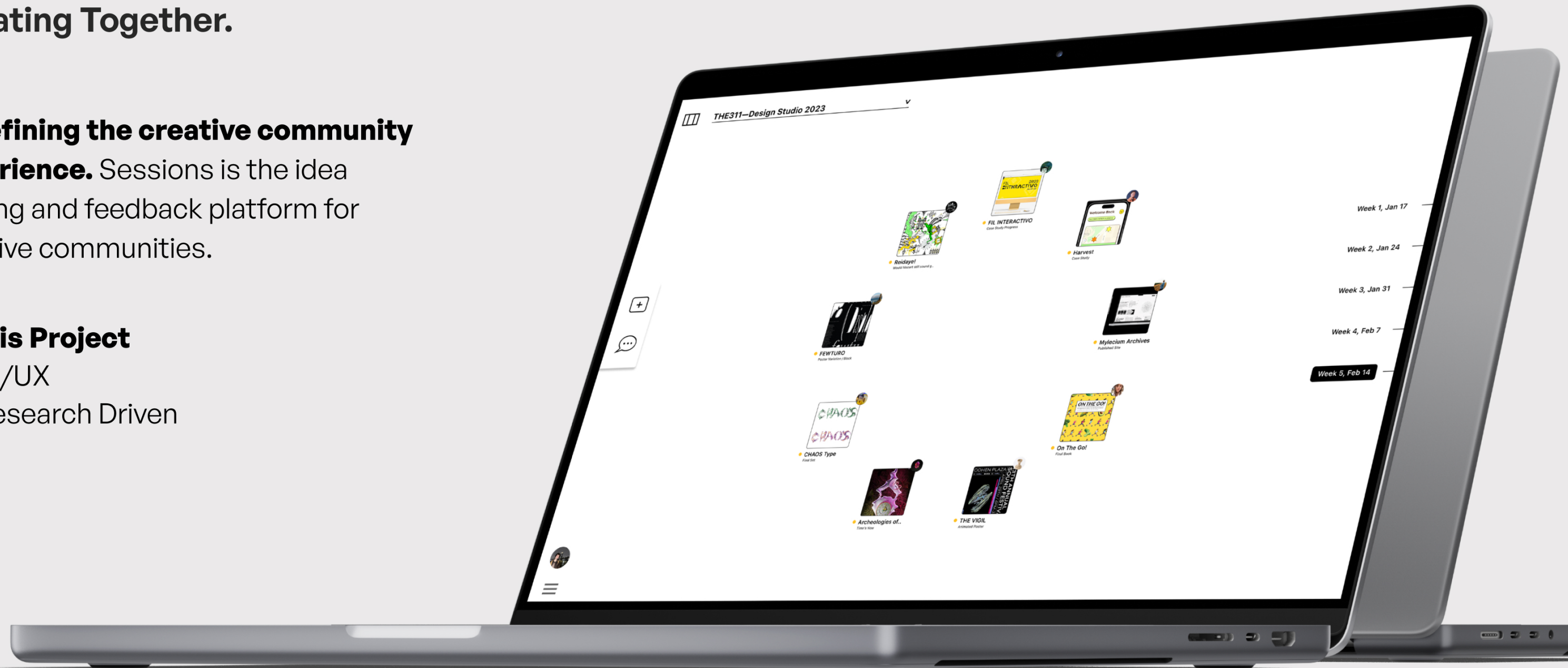
# Sessions

## Creating Together.

**Redefining the creative community experience.** Sessions is the idea sharing and feedback platform for creative communities.

### Thesis Project

- UI/UX
- Research Driven



## Problem

Sessions started due to the lack of student interaction on educational platforms.

Especially for art and design students, the communal structure of group critiques has not yet been adequately translated in a digital platform. This hinders conversation both in educational and professional settings, primarily affecting asynchronous and online modes of education.

## Solution

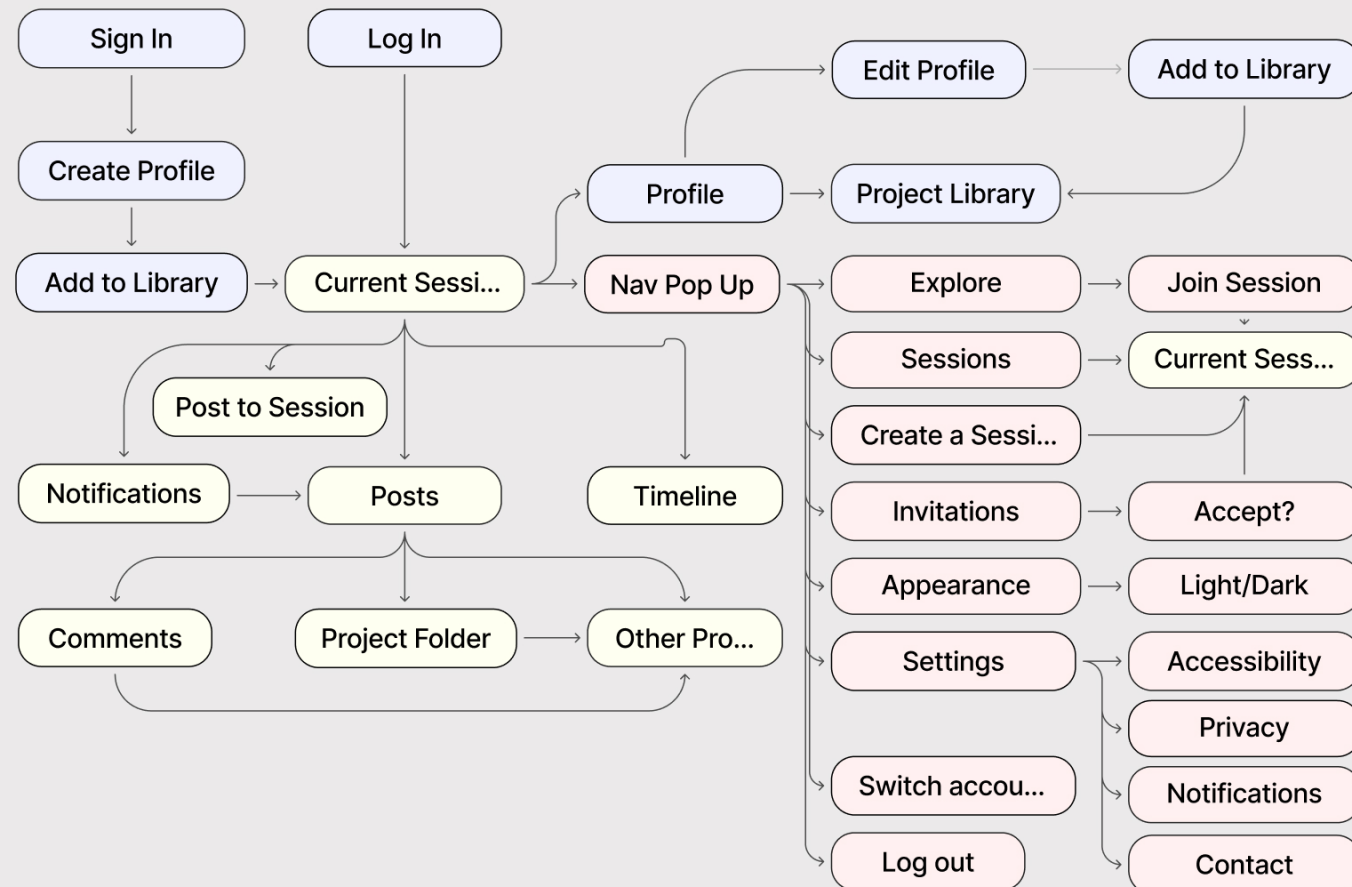
Sessions solves these issues by providing a digital space where work can be discussed on communal grounds and progress is clearly visualized.

Create Sessions within a group to add iterations as you progress. In this way, your peers can give much more valuable feedback by having a one stop place to see the entire process.

## Process Overview



## Architecture



### Mantis Harper Blanco

Artist and Biofabricator

22 years old College Student Ceramics/BioFab Loves research



“I’m usually only exposed to a beginning and end of a project, but what about the in between phases of growth within ideas? I want to see that development, it makes me feel a part of not just a vision, but a community.”

#### Pain Points

It’s hard to know where people are coming from with their projects, and its hard to see what their references are and how they build off of them.

Only seeing the beginning and end of a project makes it really hard to find points for collaboration.

#### Core Needs

Have a common place where we all put our ideas and really have an intentional space for each idea and its development into a project.

Having a place in which all of my references exist within the same timeline.

### Jason Gottlieb

Design Professor

43 years old Loves Gardening Hangs upside down Works with students



“Don’t ever change a design just because someone told you to, change it because the advice makes sense to you”

#### Pain Points

Students don’t always bring their work from past weeks which makes it challenging to reference past work and see improvement.

This also makes it hard for students to understand who might not have seen the work previously.

#### Core Needs

A healthy balance of giving feedback and uplifting.

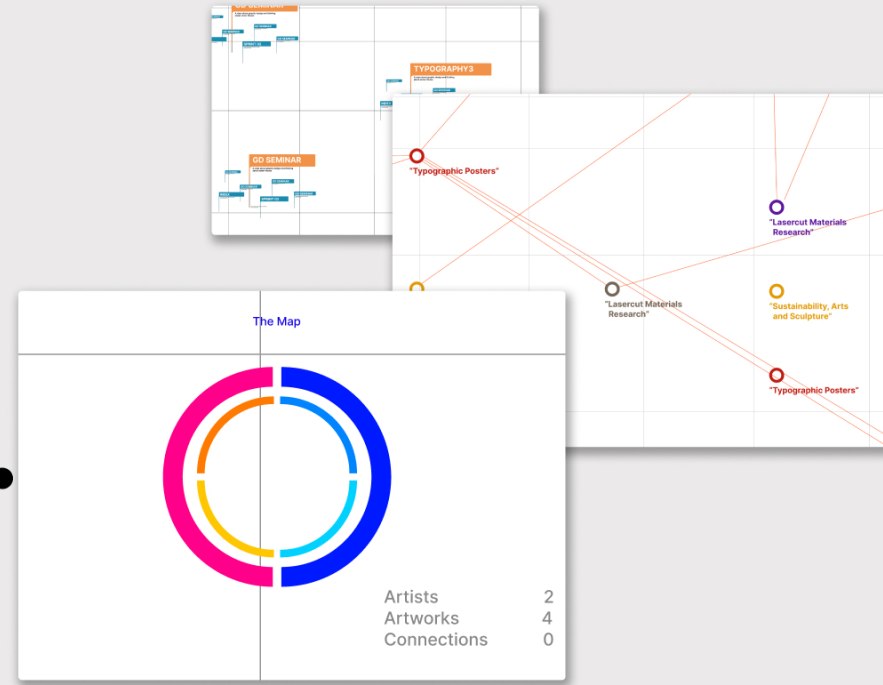
Would like to make sure that people provide meaningful feedback to their peers, instead of simply stating “I like it” or other similar statements without reasoning to back them up.

# Ideations & Design Process

## Concept Sketches

Early on, I designed many sketches exploring alternative user interfaces.

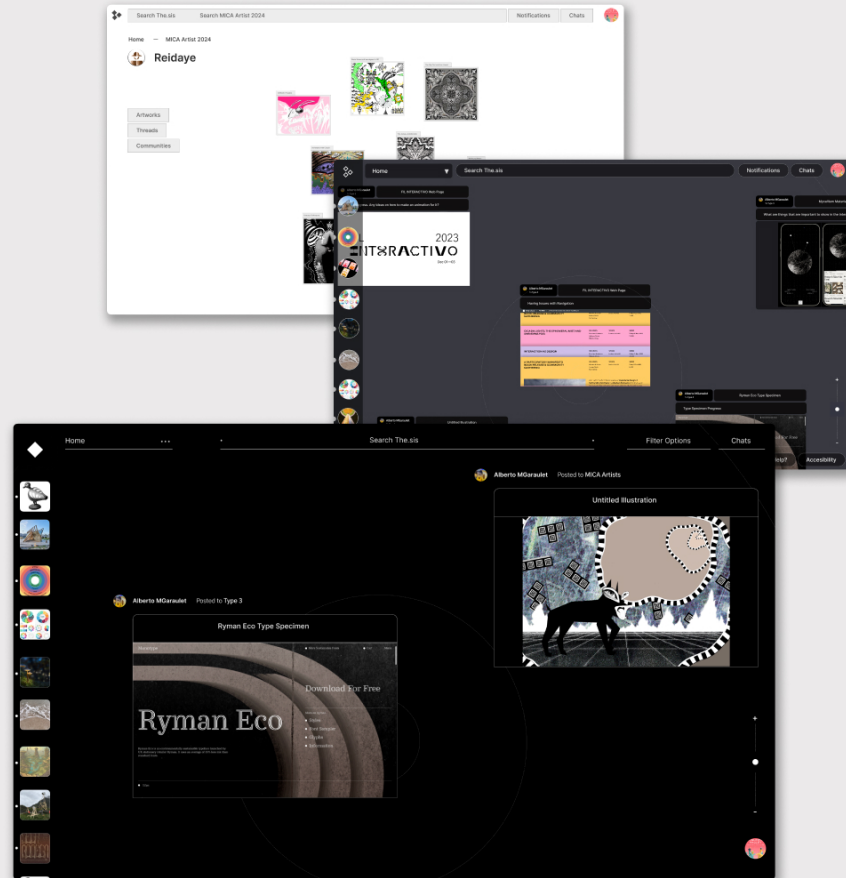
I would present these to peers and professors across the department to see what features clicked the most with people and how they would imagine their experience in these platforms



## Social Features

As I refined the concept, I started experimenting with social features for connecting to other artists and communities online.

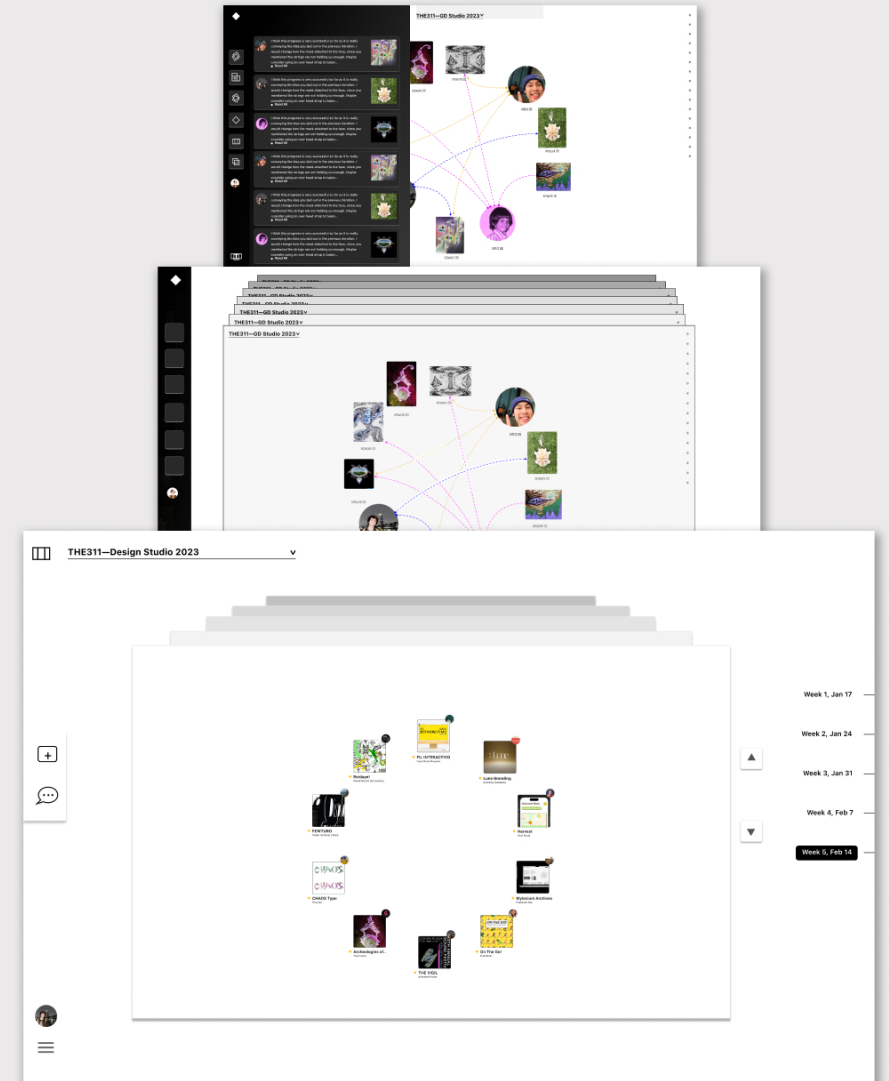
Ultimately, I scrapped most of these features in favor of a much more lean, community focused platform.



## Final Stretch

Having landed on a specific concept and in the process of refining its architecture, I tested multiple prototypes with my peers to iron out the details.

At this point my main focus was on nailing the library and posting structure, so that commenting on each other's work could be as seamless as possible.

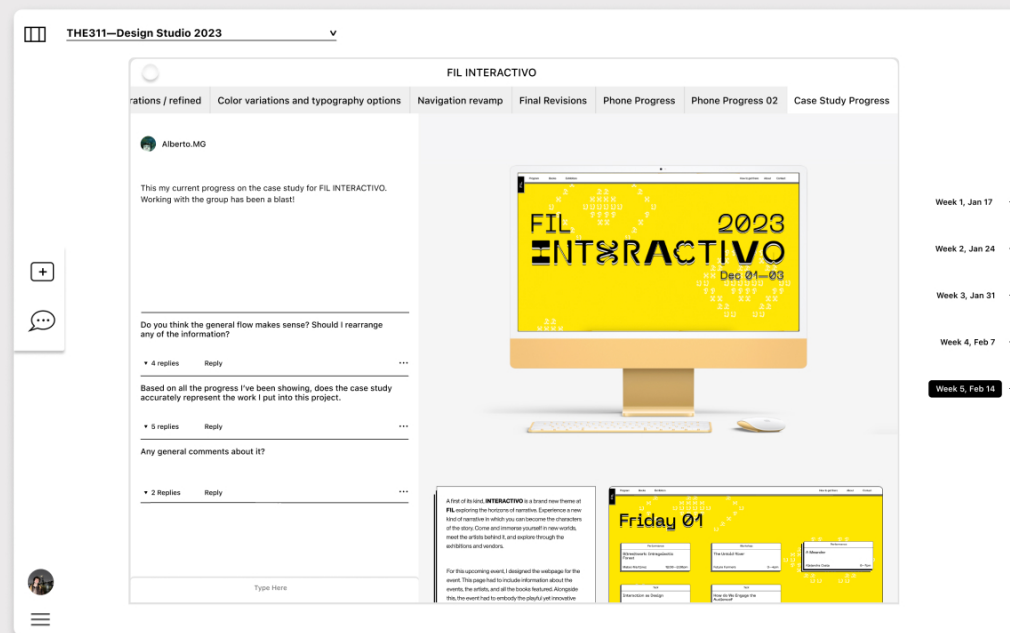


## Selected Features



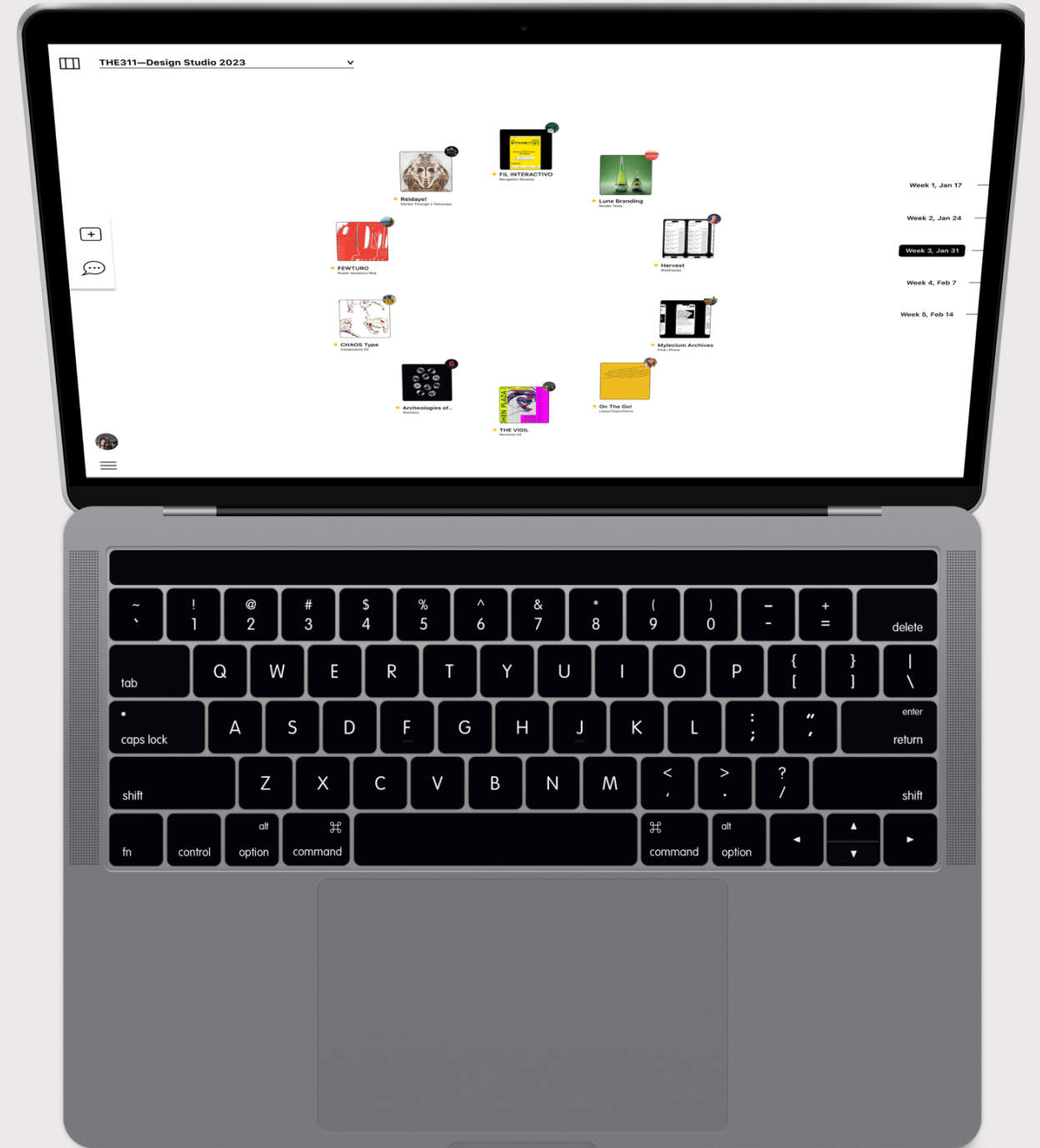
### Progress Visualized

The timeline allows you to see people's work over time, making progress tangible and communication more transparent.



### Get feedback you need

Add specific questions you have to each post, or leave it open ended. In this way you can make sure you are getting exactly the feedback you need on your work.



Full Case Study: <https://sessionsartwalk.cargo.site>



# MAEL LABB

2024

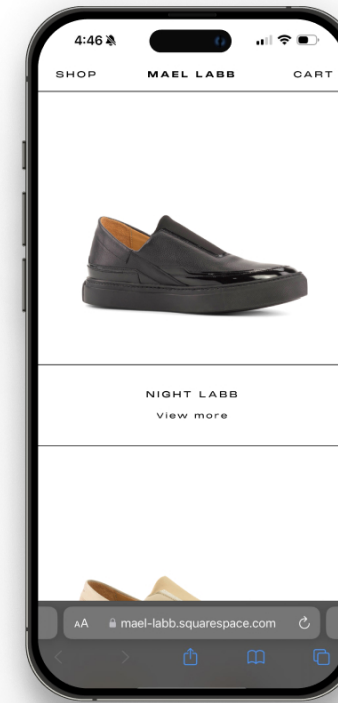
# MAEL LABB

Emotions in Motion.

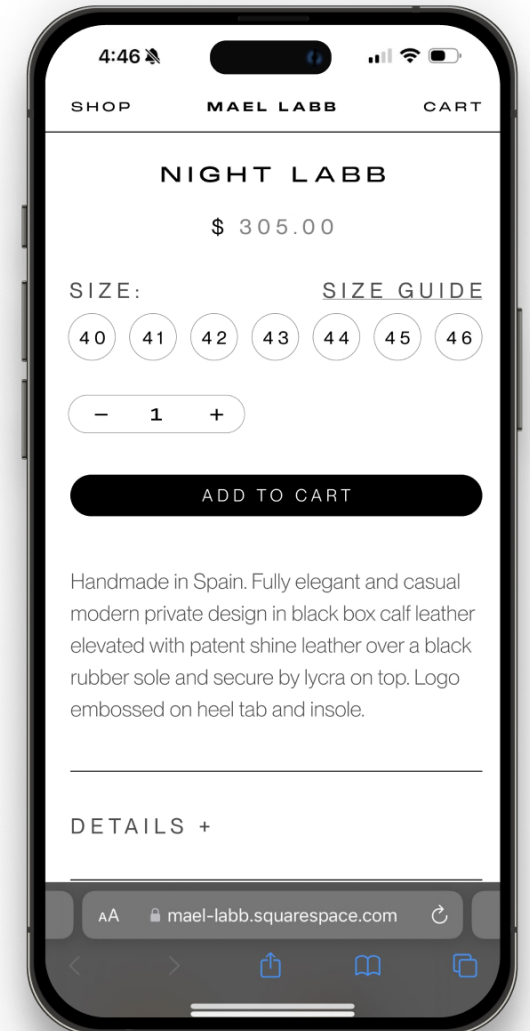
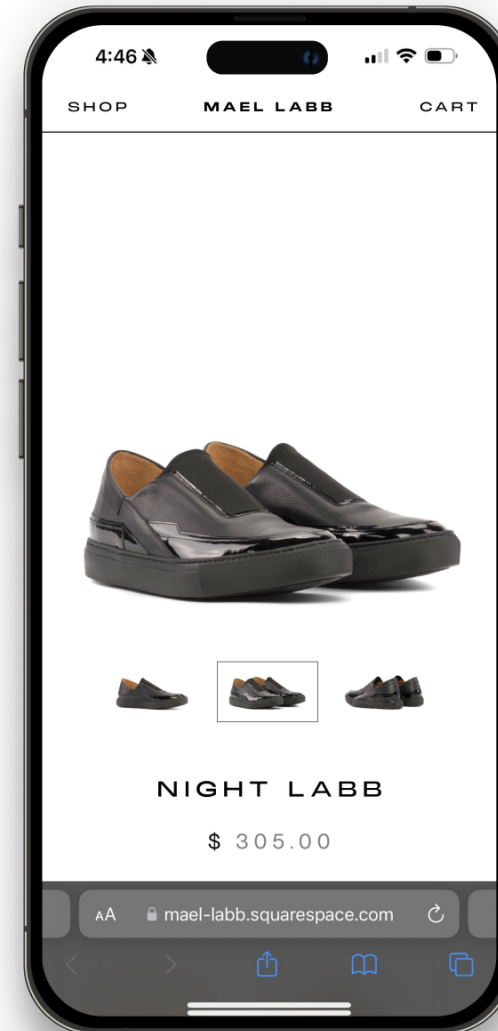
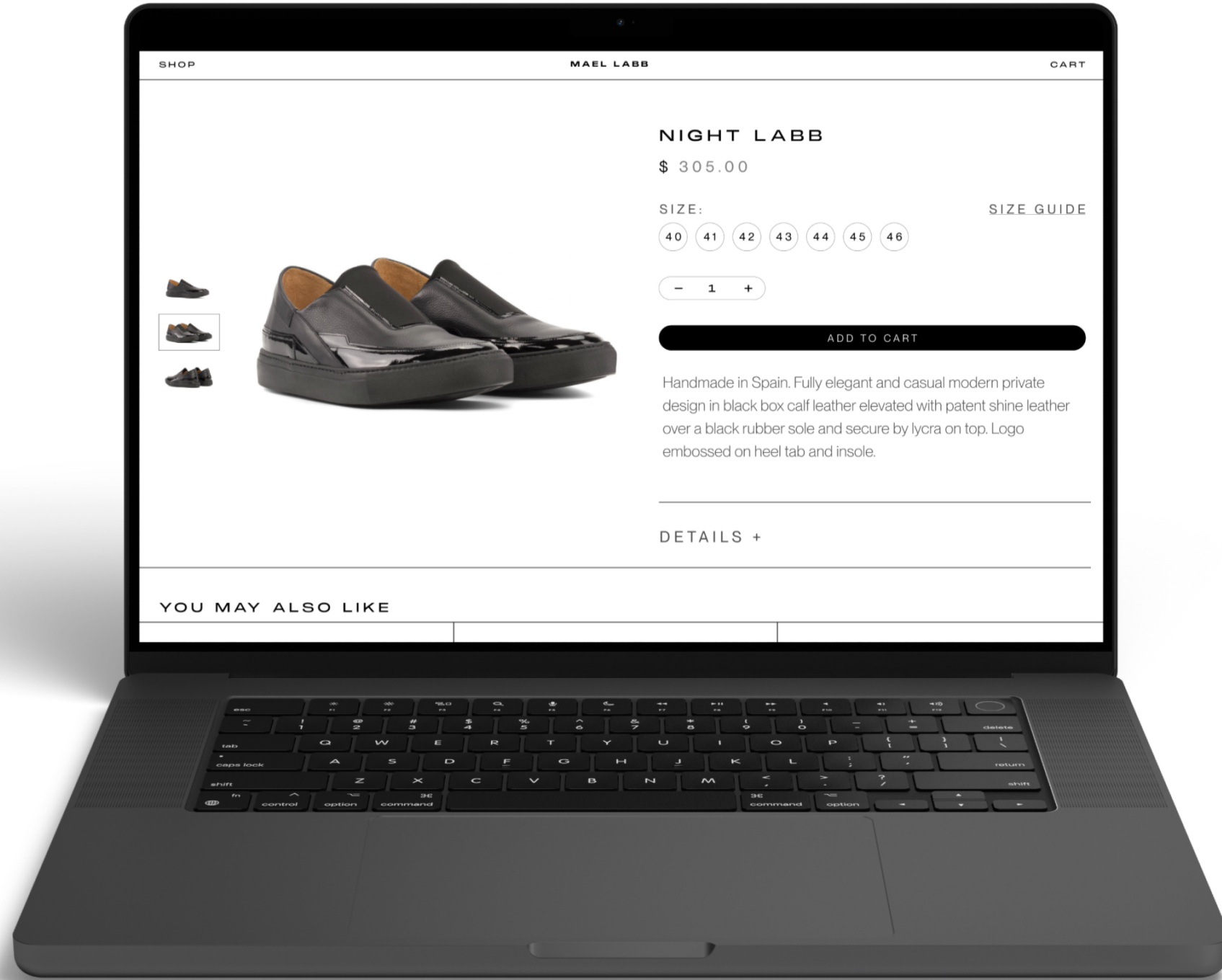
## Client: Mael Labb

**Mael Labb** is an upcoming luxury footwear brand based in Miami. During its development, I assisted with the footwear design and manufacturing.

**Currently**, I am redesigning the brand's online presence, including a new identity and a refreshed web design, which I am developing using the website builder Cargo.



NIGHT LABB



**Visit at:** [maellabb.com](https://maellabb.com) \*

\*The new site and identity is not yet live

# Archive

From  
✿ Harvest



## ✿ Identity Matrix

AR / VR  
3D Modeling

## ✿ Mycelium

Research  
User Interface

## ✿ The Vigil

3D Animation  
Identity

## ✿ Harvest

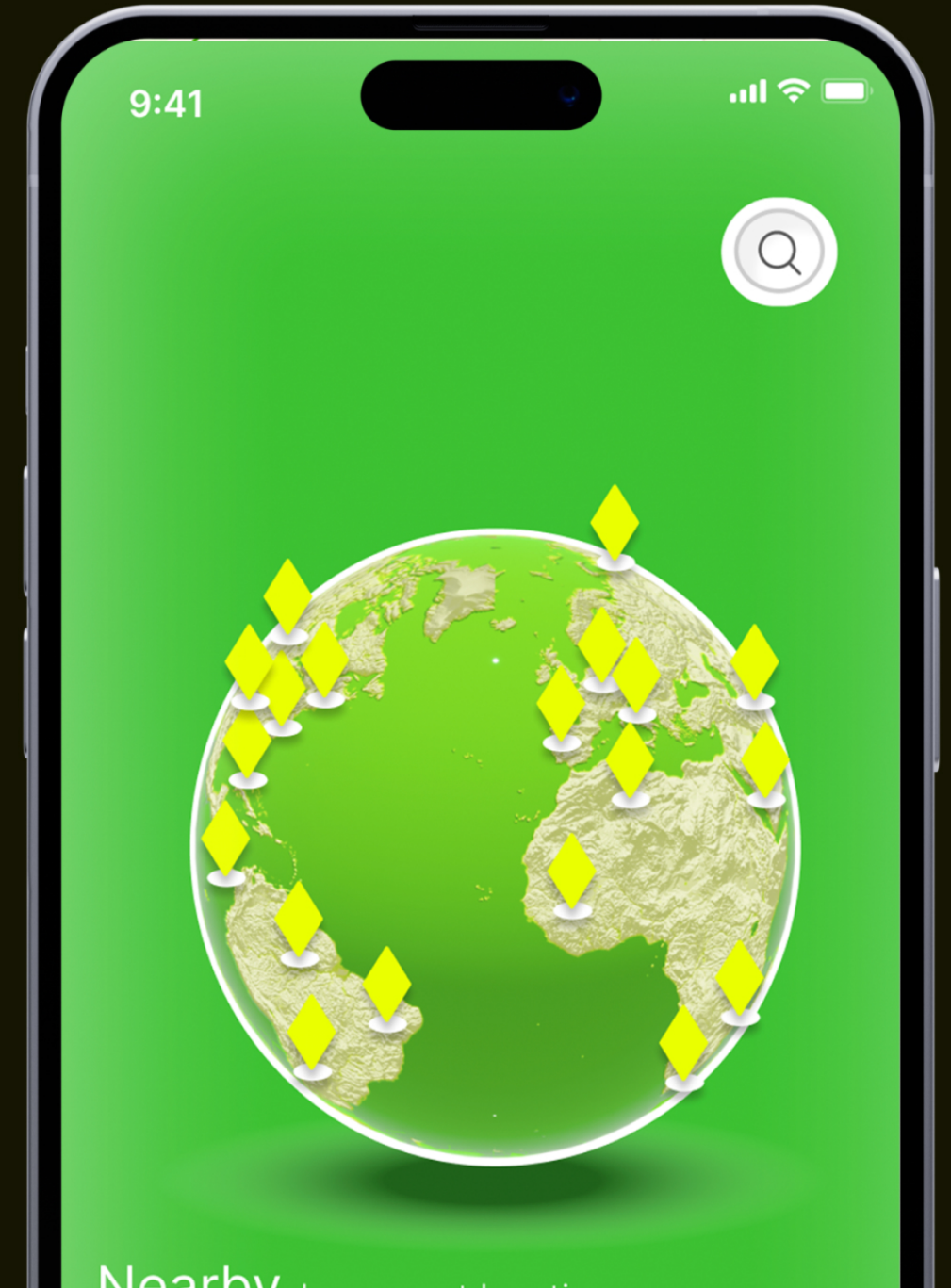
Research  
User Interface

## ✿ Fewturo

Identity  
Poster

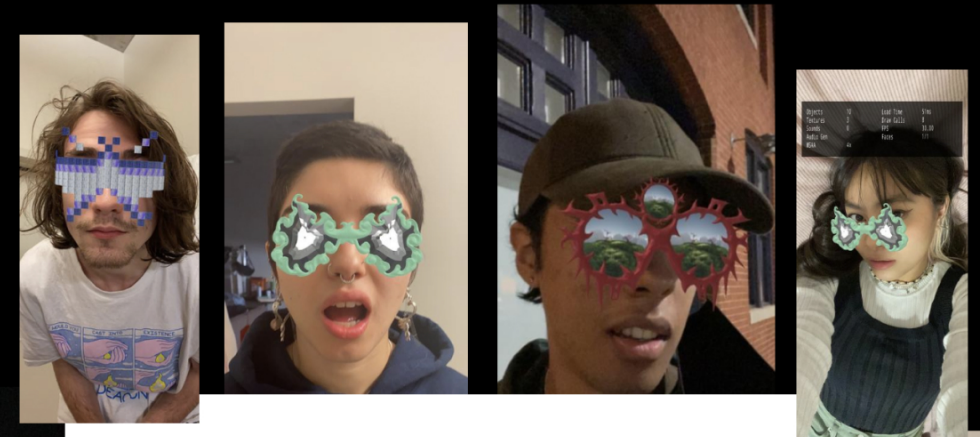
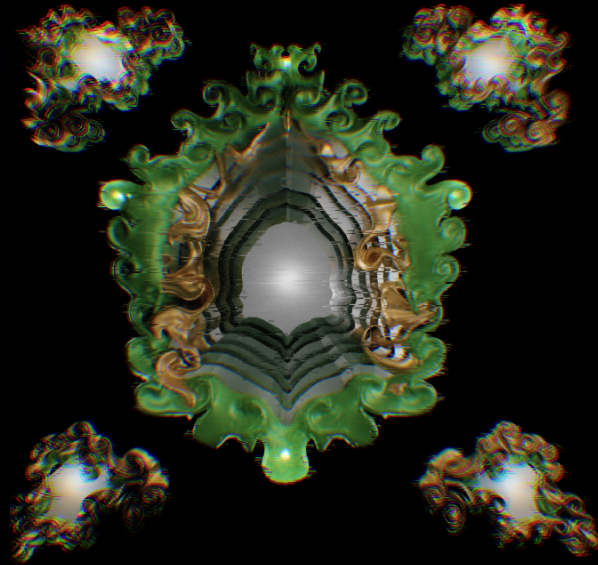
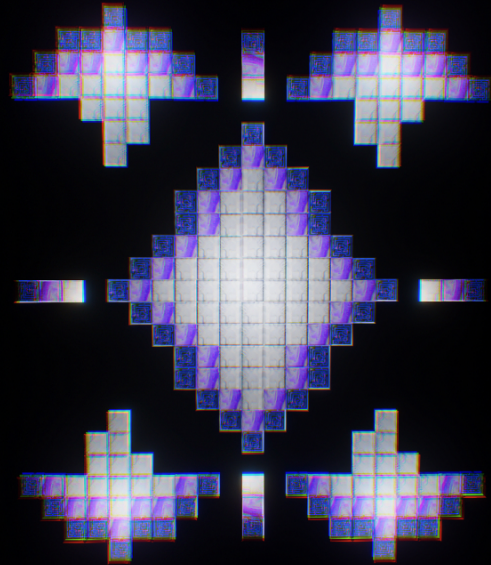
## ✿ Type Studies

Sound Work  
Experimental Video

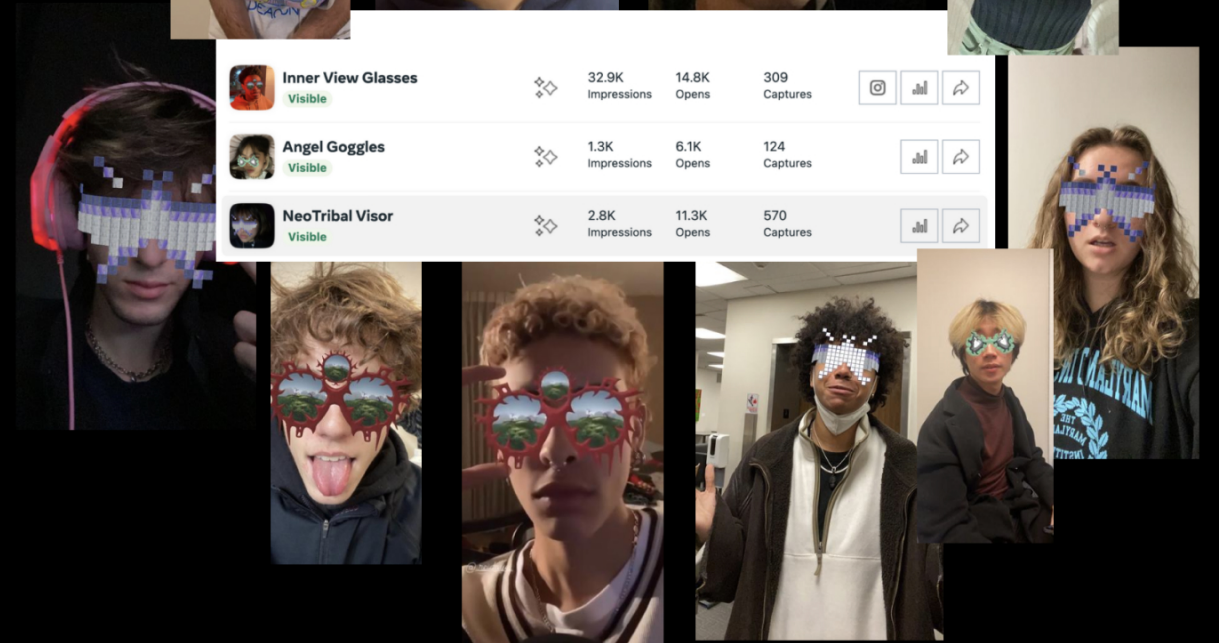


**Identity Matrix**  
AR/VR • 3D Modeling

A series of three scannable sculptures giving access to a face filter at the Wunderkammer exhibit in Baltimore. These reconsidered the gallery experience, and asked to question our self-imposed limits in our identities.



	<b>Inner View Glasses</b> Visible	32.9K Impressions	14.8K Opens	309 Captures	
	<b>Angel Goggles</b> Visible	1.3K Impressions	6.1K Opens	124 Captures	
	<b>NeoTribal Visor</b> Visible	2.8K Impressions	11.3K Opens	570 Captures	



**Success in interaction!**

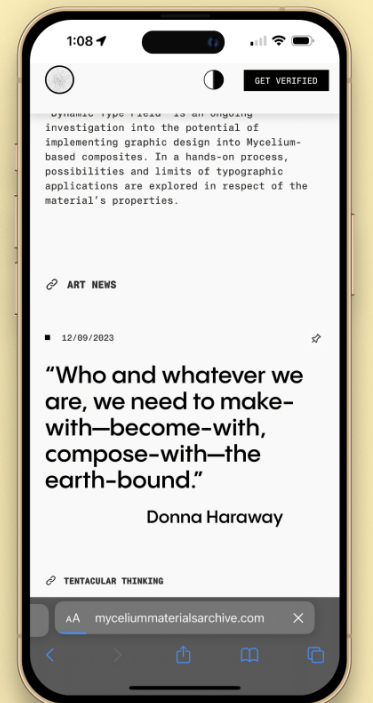
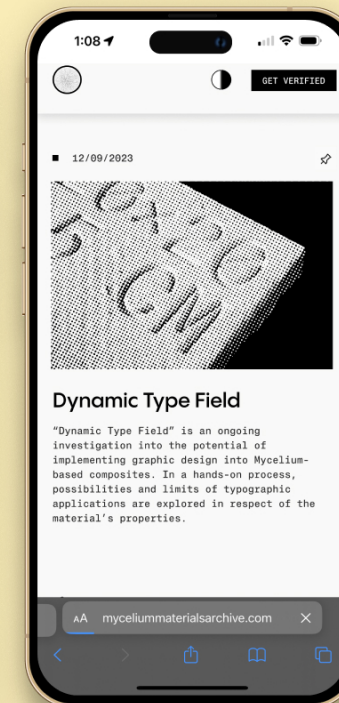
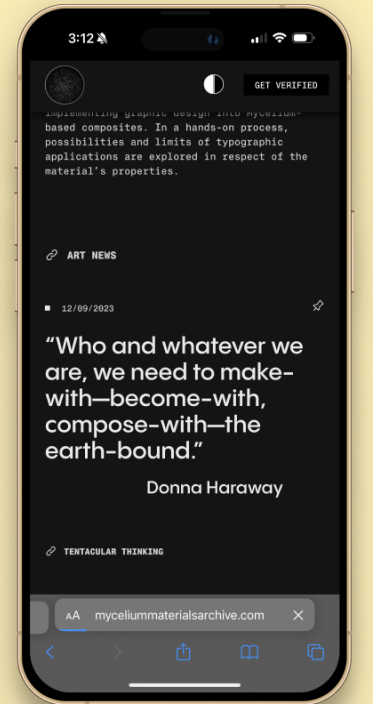
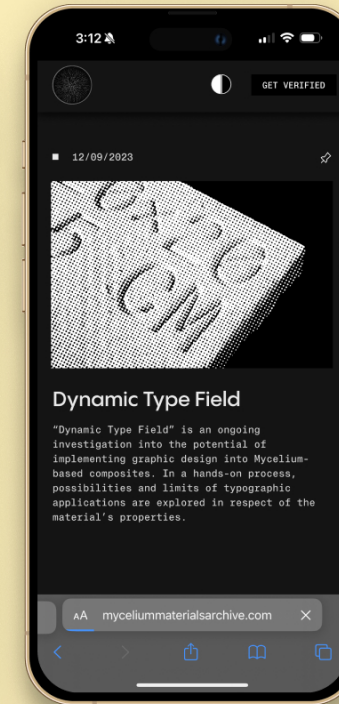
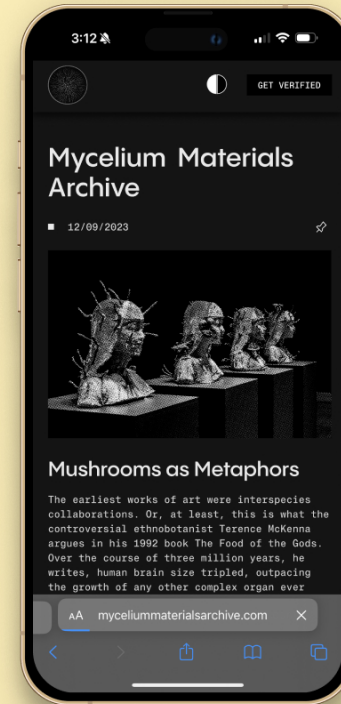
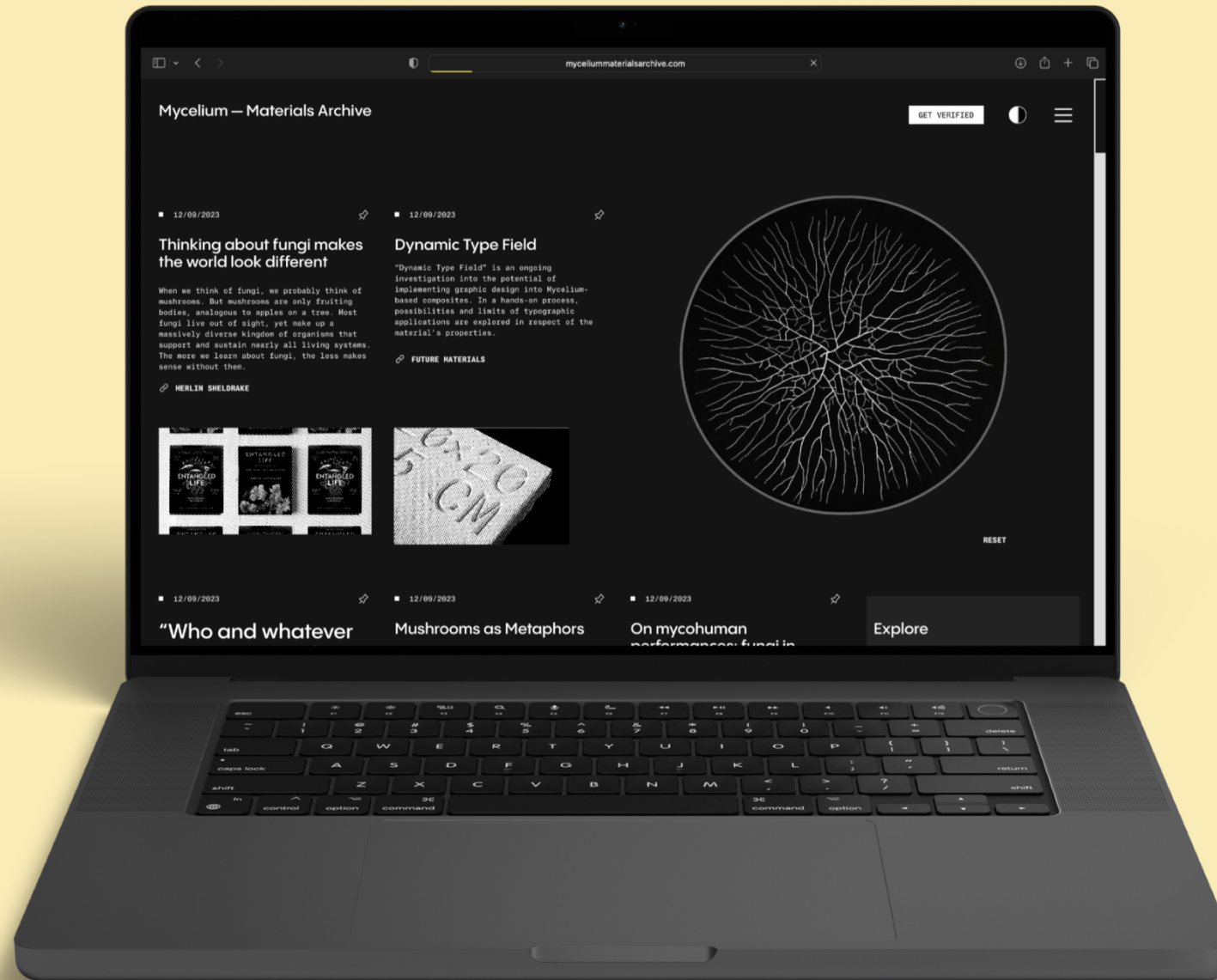
I am very keen of this project as it allowed me to blend my aesthetics and art practice with an interactive experience for the Wunderkammer exhibition in Baltimore.

This project brought more attention to the show and people used the filters around the

Mycelium – Materials Archive UI/UX • Research

This project is designed to facilitate the access of information for mycelium materials. Information in this field is currently hard to find for artists and researchers alike.

I explored low-tech solutions for digital archiving, learning from the ethos of bio fabrication and applying it to the web.





**The VIGIL 13th Annual Poster**

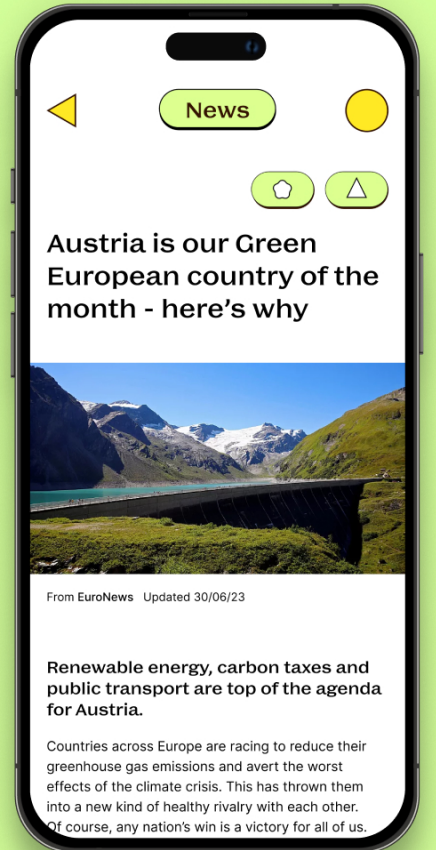
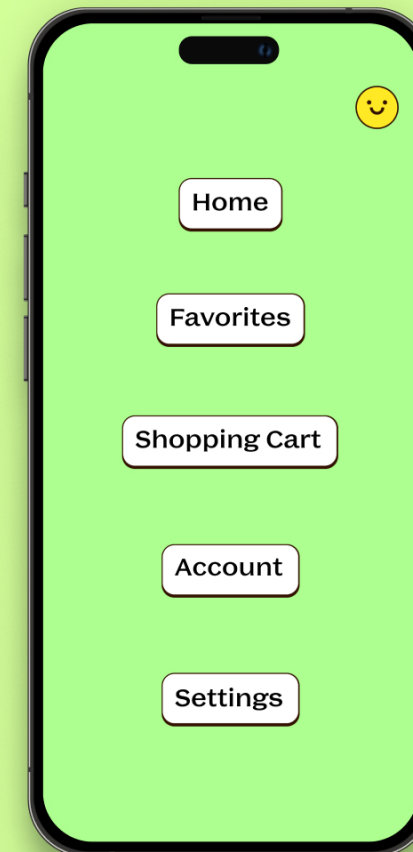
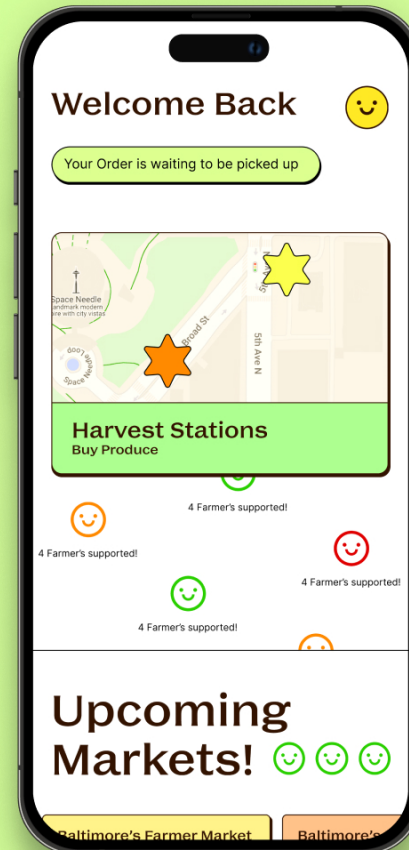
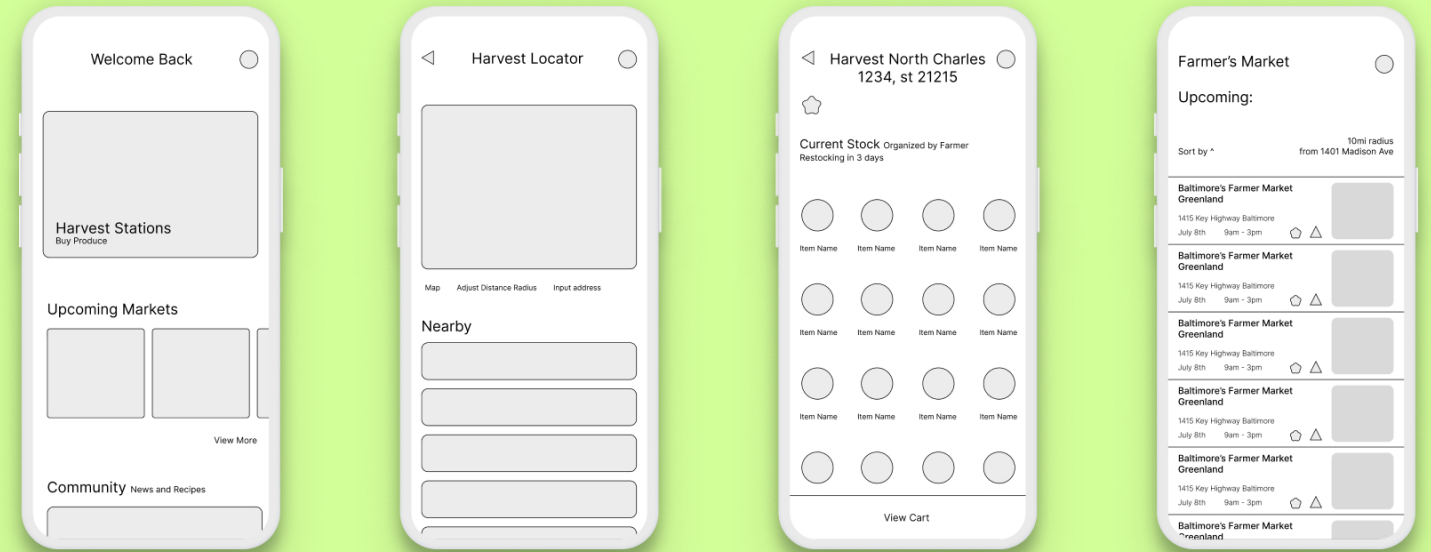
3D • Animation • Typography  
18x24

In collaboration with designer Gonzalo Peña, we designed and animated this poster alongside event graphics for VIGIL Sound Festival

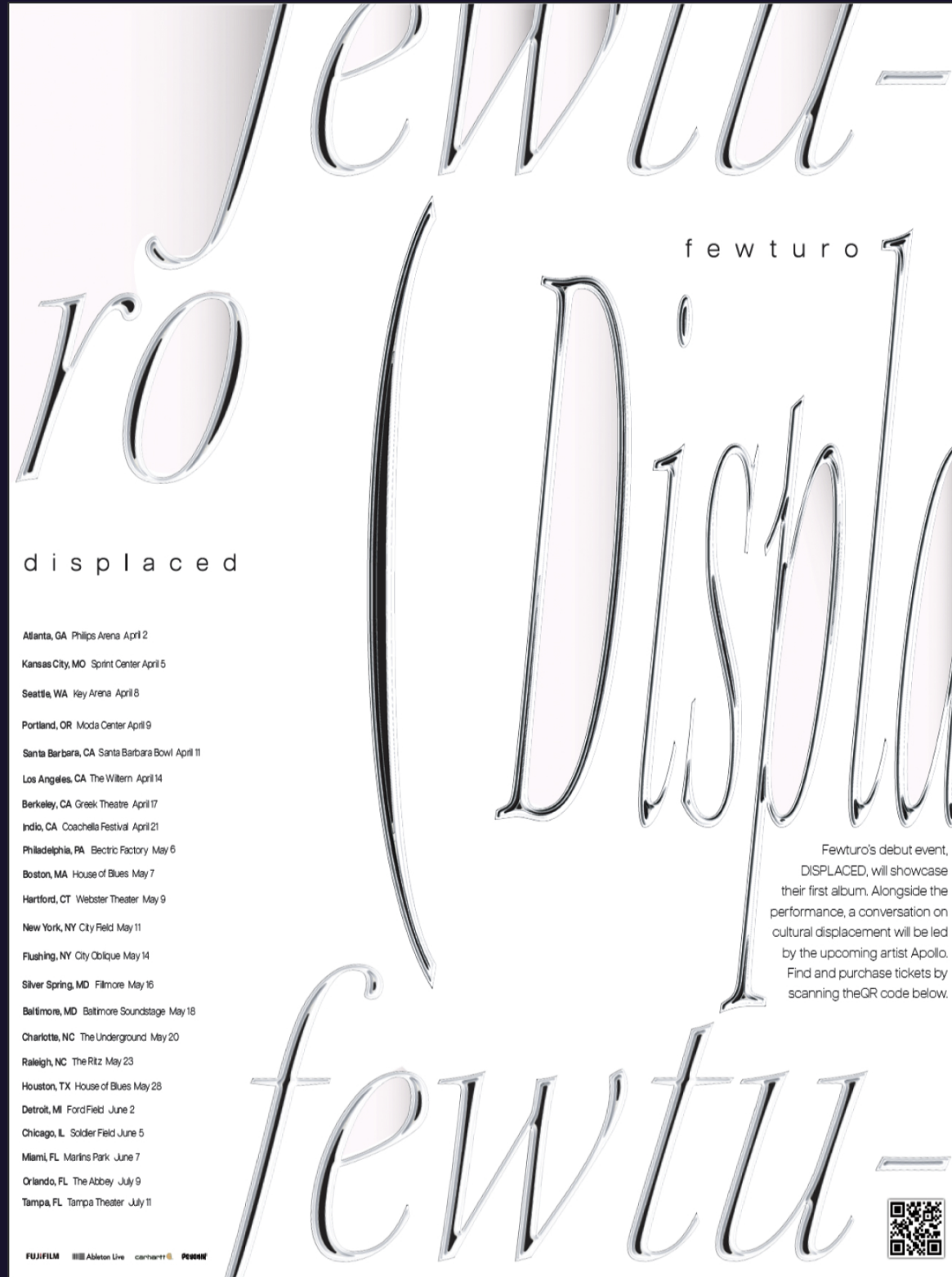
Harvest UI/UX • Research

Harvest was an exploration on how apps can improve access to farmer's markets. As a research project designed to start discussion, I created two different concepts to better evaluate the needs of both the consumers and the vendors.

This dual approach helped kick off conversations with my peers, discussing the value of community, the economy of farmer's markets, and even challenged wether apps like these are the right solution.







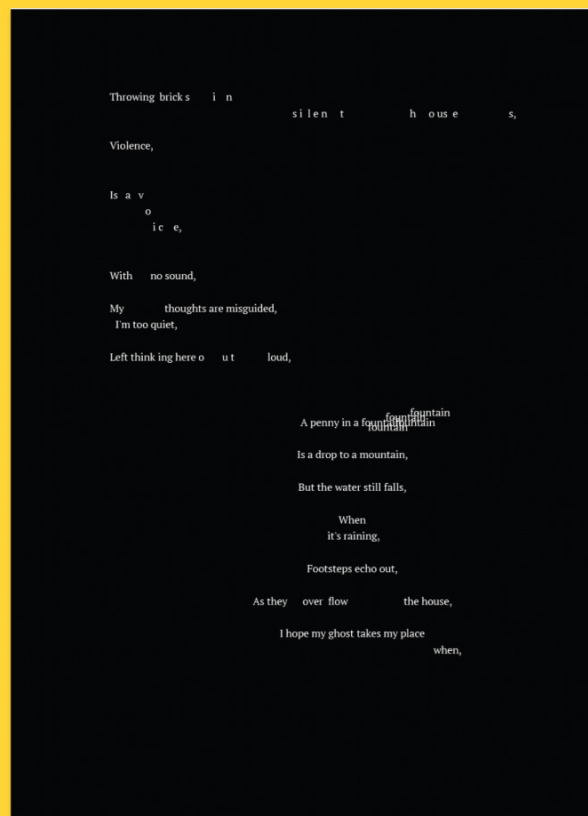
**Fewturo Type Poster**  
Identity • Typography  
18x24

Design for the music group Fewturo advertising a hypothetical tour.



**Fewturo Type Experiments**  
Experimentation • Typography  
Letter Size

Typographic experiments based on lyrics from Fewturo's songs



**Alberto Martinez Garaulet**

786-491-5496  
amartinezgaraulet@gmail.com  
albertomgnet.com

Interdisciplinary designer looking for a position in UI/UX and graphic design, or unique digital artist opportunities

**College**

Maryland Institute College of Art  
Graphic Design BFA and Interactive Arts Minor

**Highschool**

Design and Architecture Senior High  
Studied Industrial Design and User Research

**Languages**

English — Fluent  
Spanish — Fluent  
French — Conversational

**Third Space Network** 2024—Present  
UI/UX • Identity

Working with creative director Randall Packer, I am currently designing identities and websites for multiple upcoming project's under the Third Space Network (3SN).

**Mael Labb** 2023—Present  
UI/UX • Identity • Product Design

Redesigned identity of the brand, created web store concepts and assisted in footwear design. Currently developing the site on Cargo.

**The VIGIL Sound Festival** 2023  
Identity • Social Media

In collaboration with designer Gonzalo Peña, we designed and animated this poster alongside event graphics for VIGIL Sound Festival

**8THWNDR** 2022  
Graphic Design • Apparel

Designed and illustrated graphic elements to be printed on t-shirts for the renowned streetwear brand 8THWNDR

**CORYINFINITE** 2022  
Zine • Editorial

Worked with fashion designer CORY INFINITE to create a zine showcasing his work alongside an interview with him.

**Design Skills**

Figma  
Cargo  
Illustrator  
InDesign  
Photoshop  
After Effects  
Premiere  
LightRoom  
Meta Spark

**Fabrication Skills**

Blender  
Rhino  
RhinoCAM  
SketchUp  
AutoCAD  
  
CNC Milling  
3D Printing  
Laser Cutting

**Awards**

**2024** — Emerging Talent Recipient for the W XO in Brooklyn  
**2024** — ARTWALK exhibit in Baltimore  
**2022** — WUNDERKAMMER new media exhibit in Baltimore  
**2020** — Full Merit Scholarship to attend MICA  
**2019** — Full Merit Scholarship to attend SVA precollege  
**2019** — #waubscure sneaker design honorable mention  
**2019** — FCA transportation design presentation  
**2019** — BASS Museum Young Artists Exhibit  
**2018** — Exhibited shoe designat FNPlatform Las Vegas