

# Antonio Valdivia Paz

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## EDUCATION

Universidad Panamericana

Mechanical and Mechatronic Engineer

Mexico, Mexico City

Graduation Date: July 2026

## WORK EXPERIENCE

iOS Development Lab

Senior Designer

Mexico, Mexico City

July 2023 - Present

- Took charge of designing various mobile applications and web interfaces, focusing on creating user-friendly and visually engaging experiences
- Led the design process from concept to final implementation, including wireframing, prototyping, and visual design.
- Conducted user research and usability testing to inform design decisions and improve user experience.
- Collaborated closely with developers to ensure designs were accurately implemented and functioned as intended.

Front End Developer

Jan 2023 - Present

- Developed various mobile and web applications, focusing on creating intuitive and responsive user interfaces.
- Utilized modern front-end technologies such as React, SwiftUI, and Flutter to build high-quality applications.
- Worked closely with back-end developers to integrate APIs and ensure seamless functionality.

## PROJECT EXPERIENCE

Universidad Panamericana

UPocket

Mexico, Mexico City

Ago 2024 - Present

- Designed and developed a mobile application for the university, focusing on improving the student experience.
- Led the design process and served as the primary front-end developer using Swift.
- Integrated user-friendly interfaces and features that catered to student needs, resulting in 52% of the university population adopting the app for their academic activities.
- Collaborated with a multidisciplinary team to ensure the application met both technical and user experience standards.

iOS Lab

RRRum

Mexico, Mexico City

Jan 2024 - Sep 2024

- Designed and developed an iPhone application during a hackathon, focused on addressing waste and recycling issues within the community.
- Took second place in the competition, showcasing innovative features and user-centric design.
- Led the development process, implementing key functionalities to promote environmental awareness and efficient recycling practices.
- Worked collaboratively with team members to conceptualize and execute the project within a limited time frame.

Banorte

Mexico, Monterrey

- Redesigned key features of the Banorte app, enhancing user experience and interface design.
- Led a team of 4 people in a contest, achieving second place by organizing and contributing to front-end development and design.
- Coordinated team efforts, ensuring effective collaboration and successful project completion..

## SKILLS

Personal: team player, goal oriented, fast learner, multitask, proactive, reliable

Programming: Python, Swift, SwiftUI, Spline, C++, C#, HTML, CSS, Git, GitHub, Figma, Terminal, QTC, QTDS, Blender, Maya

Languages: English, Spanish, learning German

Currently Learning:

Django, Flask, React, Docker