CARMEN NAVARRO TIMÓN

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PRODUCT DESIGNER UX/UI AND FULLSTACK DEVELOPER JR.

ACADEMIC BACKGROUND:

FreeCodeCamp.
2022-   **JavaScript Algorithms and Data Structures.** Certification 300h.

California Institute of the Arts.
2022-   **Graphic Design**. Specialised Programme.

University of California San Diego.
2020-2022   **Interaction Design**. Specialised Programme.

Higher School of Audiovisual Training, 3d animation and new technologies (C.E.V.)
2018 – 2020   **Advanced Graduate in Multiplatform Application Development D.A.M.**

School of Cinematography and Audiovisuals of Madrid (E.C.A.M.)
2008 – 2009   **Diploma in Costume Design for Cinema.**

Autónoma University of Madrid. (U.A.M.)
2002 – 2008   **Degree in Art History.**

Istituto Europeo di Design. Madrid. (I.E.D)
1999 – 2002   **1º, 2º y 3º year of Industrial Design.**

TECHNOLOGICAL TOOLS AND PROGRAMMING LANGUAGES:

TOOLS	WEB AND APPLICATIONS DEVELOPMENT		INTERNET OF THINGS	VIDEO-GAMES AR Y VR ANIMATION	VIDEO DESIGN 3D	2D DESIGN	UX / UI	AGILE METHO-DOLOGIES
	FRONDEND ANDROID IOS WEB	BACKEND BBDD SERVERS						
SOFTWARES	Brackets VisualStudioCode Atom CodePen Angular Ionic AndroidStudio Xcode PHPMyAdmin MySQL Workbench PostMan Eclipse Spring NodeJS JHipster jQuery Bootstrap AmazonWebService		RaspberryPi	Unity Vuforia Godot OpenToonz AfterEffect A. Animate	Premier DaVinci Autocad 3DStudio Blender	Photoshop Ilustrator Gimp Inkscape InDesign Krita	Draw.io AdobeXD Figma Penpot	Kanban Scrum Lean Trello Taiga Git
PROTOCOLS	HTTP SSH FTP							
OPERATING SYSTEMS	WINDOWS MacOS ANDROID LINUX RASPHIAN							
PROGRAMMING LANGUAJES	Java XML Swift HTML CSS JavaScript TypeScript UML SQL PHP C#							

WORK EXPERIENCE IN TECHNOLOGICAL PROJECTS:

- 2020-2022. **Fullstack Developer, Product Designer, UX/UI**. Freelance. Alalpha Tech. https://www.alalpha.es
- 2020-2022. **Frontend, Product Designer.** ARAN Art Network. Extended Realities. https://aran.live
- 09/2020-12/2020. **Product Designer, UX/UI** and **Frontend developer**. Internship at Dreamsign, digital marketing.
- 2019 - 2020. **Product Designer, UX/UI** y **Backend developer**. Project "BeRoutes", tourist routes APP.
- Febrero 2020. Participant in the APP project "Too good to throw". Vanadis Hacketon. Creativity Award.
- 07/2008 - 11/2019. **Design, production and management** of artistic and cultural products and projects. Freelance.

PORFOLIO: www.armatedearte.es   https://github.com/CarmelitaDescalza/portfolio
WORK EXPERIENCE IN ARTISTIC AND CULTURAL PROJECTS: www.descalza.es

LANGUAGES:
English: Intermediate level spoken and written. Preparing for official B2 exam.
French: Initiation level in spoken, reading and writing. A1.
Italian: Beginners level spoken, reading and writing. A1.
Modern Greek: Basic level spoken, reading and writing. A2.

OTHER INFORMATION: Knowledge of programming and aesthetic languages. Experience working in groups, coordinating large teams and managing stress at key moments. High ability to learn and generate original ideas that support projects with effectiveness, efficiency, simplicity and common sense. With special attention to emotional communication and sense of humour. Loyal to the principles of care and defence of human rights, the environment and cultural, scientific and emotional heritage. I like and trust people. I love travelling and my family.