



Elena Álvarez Gelaz

UX Designer

Hi! I am a 24 year old girl, who after studying video games design and development, found her true passion, user experience. Thanks to videogame design I was able to know this branch, which I fell in love with.

Today I work to make designs adapted to the needs of users with a clear objective for a company.

My availability would be from 15 days from the signing of the contract. For any further questions, do not hesitate to contact me.

Personal data:

Phone: +(34) 636 93 09 33

Email: elena.alvarez.gelaz@gmail.com

Linkedin:

www.linkedin.com/in/elena-gelaz

Portfolio:

<https://elenaag.github.io/>

City: Madrid

Software:

Figma
InVision
Sketch
Flinto

Balsamiq
Photoshop
Illustrator
Premiere

Skills:

User Research
Architecture Information
Strategic Research
Interaction
UI
Usability Test
Surveys
Card Sorting
Task analysis
Wireframes & prototyping
Content analysis
Competitors research
Personas
Task flows

Languages:

Spanish: Native

English: b2

Experience

Back-end Developer

Hewlett Packard Enterprise, Madrid (May 2019 - Now)

Development and maintenance of telecommunications systems for clients, through HPE, carrying out the following activities.

- Development of projects in Java.
- Database management (PL / SQL)
- Incident resolution and solution implementation.

3D Generalist

3D Visual Effects, Valencia (March - June 2017)

I carried out realistic 3D modeling tasks for an infrastructure project with the idea of creating virtual environments that were used with virtual reality glasses.

I also took care of advertising audiovisual montages.

Studies

UX Design

CareerFoundry, Online (2019)

A program aimed at learning all the bases of the User Experience through practice, carrying out real projects from their base, understanding the problem, until its conception with a finished project, going through all its phases, search, sketches, tests ...

3D Art Master

CEV (Octubre 2017 - Julio 2018)

Deepening understanding of how to handle objects in the development of a video game and implementation of its animations, specifically 3D characters.

3D animation, games and interactive environments

Progesa, Valencia (September 2015 - June 2017)