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 is 15 days after signing 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	Balsamiq
InVison	Photoshop
Sketch	Illustrator
Flinto	Premiere

Skills:

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

Languages:

Spanish: Native
English: b2

Experience

Back-end Developer

Hewllet 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 inter-active enviroments

Progresa, Valencia (September 2015 - June v2017)