

# ELENA ÁLVAREZ GELAZ

## Contact

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## Skills

Card Sorting	Journey Maps
User Research	Prototype
Wireframes	Information Arc.
User Test	3D Modeling
Usability Test	3D Animation

## Software

Balsamiq	Sketch
Illustrator	Flinto
Photoshop	Maya
InVision	Zbrush

## Languages

Spanish (First language)  
English

## Profile

As an organize and curious person with a great motivation to work, I consider myself to be someone very adaptable, regardless of the circumstances, who is always willing to put the best of herself in any project, which I would highlight as one of my essential point. I'm driven by the idea of becoming better day by day, so I try to learn from every little thing that surrounds me.

## Education

### CAREERFOUNDRY - Certificate in UX Design

January 2019 - June 2019

Focus on data-driven UX methodology with a comprehensive, hands-on training spanning from user research and user journeys to information architecture, wireframing, prototyping and conversion rate optimization.

### CEV, Madrid — Master in 3D art

October 2017 - July 2018

Artistic development focused on 3D and game design based on User-Centered Design.

### Progesa, Valencia — Advance technician in 3d animation, videogames and interactive environments

September 2015 - June 2017

Studies based on audiovisual activities, such as 3d modeling, animation and edition, and programming for video games.

## Experience

### 3DVE, Valencia - 3D Generalist

February 2017 - June 2017

- Created realistic 3D furniture for homes, facades, playgrounds... in order to apply them for Augmented Reality.
- Edited videos for a football team with the intention of highlighting their success and encouraging them.