ELENA ÁLVAREZ GELAZ

Conctact

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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	
InVison	

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 points. 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.

Progresa, 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

HP, Madrid - Technical Assitant
May 2019 - Present
Development and maintenance of telecommunication systems.

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.