

JAVIER HERNANDEZ

UI/UX Designer

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EDUCATION —

CIFP Cesar Manrique
September 2023 - May 2025

3D Animation and Interactive Environments

LANGUAGES—

Spanish (Native)

English (Intermediate)

ABOUT ME —

In a world where people juggle countless products daily, the last thing I want is to create yet another hurdle.

This is why I find joy in crafting playful micro-animations, try to improve every possible details of the design and humanizing interactions. It's often the little things that make your day.

At the heart of my work is **empathy**. Keeping in mind that there's a complex, unique individual on the other side of the screen inspires me to adopt a multi-layered approach to design.

PRINCIPAL PROJECTS —

3D Website

Development in the design of a web page using Framer and Spline.

SVG Animations

Small minimalist animations created with CSS and JavaScript.

UI Animations

Created the UI for a video game using Unity and C#.

SKILLS —

Tools

Figma, Adobe XD, Framer,
Spline, Unity, Blender, DaVinci.

HTML, CSS3, Javascript, C#.

Design

User Interface Design, 3D Design
Visual Design, Interaction Design,
SVG Animations, Web Design.