

JORDÁN CASTRO RODRÍGUEZ

UX/UI DESIGNER

jordancastro.github.io | jordan.castro.rodriguez@gmail.com | (34) 675 080 131

SKILLS

UX Visual tools

Photoshop
Illustrator
Figma
Flinto
HTML/CSS

UX Methods

Research
Personas
Journey maps
Usability Testing
Rapid Prototyping
A/B Test
Progressive Disclosure
Stage disclosure

Strengths

Interaction Design
User Interface
Data Visualization
Illustration
Graphic Design

Languages

Spanish (Native)
English (Fluent)

RELATED WORK EXPERIENCE

UX/UI Intern

April 2021 - Present

Digital ventures lab - Siemens Gamesa

Collaborate in all design stages from concept to final hand-off, such as:

- Support organization of design workshops and research activities
- Build mockups, user flows and prototypes of different products
- Present and argument design decisions to the SCRUM team
- Support senior designers gathering business requirements and translating it into POCs
- Contribute to overall DVL visual communication
- Grow an early stage design system
- Work closely with developers after hand-off finding workarounds for unforeseen constraints

UX/UI Designer

Jan 2020 - April 2021

Independent professional

- After the UX/UI Bootcamp completion, started working on personal projects in order to interiorize an better understand design thinking principles.
- Participated in a variety UI contests for real projects, trying to follow design thinking best practices, even though usually research or validation was not demanded.

Technical Support/Customer Service

June 2015 - April 2019

Adobe and Apple projcets - Teleperformance

- My experience working abroad (Netherlands and Greece) in the technical support & customer service field for companies like Apple or Adobe, as well as develop my empathy and communication skills, made me understand the importance of the User-centered Design. All of it, together with my background in Architecture and work experience as a Designer, helped me discover my real vocation as a User Experience Designer so I decided to formally train myself in UX/UI Design.

Designer (Web and Graphic)

November 2014 - May 2015

Santa Compañía Creativa

- Production of storyboards and covers for commercial campaigns of customers such as Coca-cola, Kids&Us, Renault, Mediaset, etc.
- Designing different social media assets (banners, infographics for posts, emailing, etc.).
- Production of wireframes and mockups for Metrovacesa website.

EDUCATION

Foundations of programming

Sept 2019

42 Madrid, Fundación Telefónica

UX/UI Bootcamp

July 2019

UXER School

Design Sprint Series

June 2019

UXER School

Interior Architecture Degree

Sept 2007 - Sept 2013

Universidad Politécnica de Madrid