

NACHO GUTIÉRREZ

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Portfolio:

www.nachodesigner.com

Youtube:

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wkSXGNTpX_KRnvdw

Vimeo:

vimeo.com/nachodesign/

Behance:

behance.net/nacho_gutierrez

SKILLS

Product design, low to high fidelity design and prototyping, wireframing, interaction flow map, motion graphics, surveys, interviews, user persona, storyboarding, affinity diagrams, visual design, branding, user research, usability testing, 3D modelling, teamwork, fast learning

SOFTWARE

Sketch, Figma, After Effects, inVision, Principle, Abstract, Trello, Mural, Miro, Notion, Photoshop, Illustrator, Indesign, Premiere Pro, 3D Studio Max, Keynote, Power Point, Google Web Designer

LANGUAGES

Spanish: Native or bilingual proficiency

English: Professional working proficiency

HOBBIES

Sports, series, movies, music and food

ABOUT ME

I am a person with ease to learn both software and methodologies. Retailer, outgoing, decisive and very familiar with teamwork thanks to play basketball during years.

EXPERIENCE

**Graphic and motion designer at UNDERGRAF S.L.
(March 2019 - Currently)**

Animation, video edition, modeling 3D, motion graphics, illustration

After effects, Premiere pro, 3D studio Max, Illustrator, Indesign, Photoshop, Powerpoint, Google web designer.

**Creative Director at Touch of Synergy and Sunshine Andina S.L.
(September 2018 - March 2019)**

Animation, video edition, modeling 3D, illustration, branding, logos

Illustrator, Indesign, Photoshop, Powerpoint, Premiere pro, 3D studio Max.

**Telemarketer, Coordinator and Trainer at Orange Telecom S.L.
(April 2016 - September 2018)**

Leading a team of 15 people.

Employee of the month - 3 times

Trainer of new telemarketers and improvement of agents on line.

Tester and develop of main tool (Ficha cliente) in all call centers

**Graphic designer at Mobusi S.L. and Impresiones Web S.L.
(April 2014 - March 2015)**

Photo edition, video edition, illustration, branding, logos, statics and dynamics banners.

Illustrator, Indesign, Photoshop, Powerpoint, Premiere pro.

EDUCATION

Ironhack Bootcamp UX/UI (October 2019 - April 2020)

ESDIP animation and graphic design (September 2010 - June 2013)