

# Nuria Carbonell Rivela

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## SUMMARY

UX/UI Designer with a strong foundation in accessibility and front-end development. I design and build WCAG-compliant digital products, translating research insights into high-fidelity prototypes and coded interfaces. With experience leading teams in high-pressure environments, I bring structured thinking, stakeholder communication, and implementation skills to product design.

## EDUCATION

<b>Bachelor of Design</b> Major: User Experience & Graphic Design The University of Melbourne First Class results in: User Interface Development, Interactive Technology Project	Jul 2023 - Jun 2026
<b>Bachelor of Fine Arts (Painting)</b> RMIT University	Mar 2022 - Nov 2023

## TECHNICAL SKILLS

HTML, CSS, JavaScript, Git, Figma, Illustrator, InDesign, Photoshop  
Wireframing, Prototyping, Usability Testing, Accessibility (WCAG 2.1)  
Languages: Spanish (Native), Italian (Intermediate), French (Intermediate)

## RELEVANT EXPERIENCE

<b>Supervisor</b> <i>Village Cinemas</i> <ul style="list-style-type: none"><li>Designed and produced seasonal staff newsletter using structured information hierarchy</li><li>Supervise 2–5 staff per shift in high-volume environment, maintaining operational efficiency</li><li>Implemented structured closing checklist reducing end-of-shift delays by up to one hour</li></ul>	Nov 2021 - Present
<b>Merchandise Manager</b> <i>RMIT University Snow Sports Club</i> <ul style="list-style-type: none"><li>Designed four branded merchandise collections within strict budgets (\$20–25 per participant), balancing supplier constraints and stakeholder feedback for 40–50 participants</li><li>Created production-ready design assets using Adobe Illustrator and managed order tracking and workflows in Excel to ensure timely, accurate delivery</li></ul>	Nov 2022 - Nov 2023

## SELECTED PROJECTS

<b>La Maison Patisserie — UX/UI E-commerce Redesign</b> <ul style="list-style-type: none"><li>Conducted UX and accessibility audit identifying mobile usability barriers</li><li>Designed accessible, responsive user flows and high-fidelity UI in Figma to improve functionality and clarity</li><li>Built frontend prototypes in HTML/CSS and JavaScript; aligned with WCAG 2.1 to enhance usability for diverse users</li></ul>	2025
<b>Scripted — Language Learning Mobile App Design</b> <ul style="list-style-type: none"><li>Conducted user research and usability testing identifying engagement pain points</li><li>Designed and prototyped interactive flows in Figma that improved task clarity and learner progression</li><li>Synthesized testing insights into iterative UI adjustments, enhancing immediate usability and engagement</li></ul>	2025
<b>Fish Tales — Brand Identity &amp; Packaging System</b> <ul style="list-style-type: none"><li>Developed a cohesive brand strategy and packaging system to position ethical seafood for everyday consumers</li><li>Crafted visual identity elements and packaging assets that reflected transparency and quality</li><li>Balanced research-informed design decisions with aesthetic and production constraints</li></ul>	2025