

# ramon gilabert.

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## awards.

Apple WWDC Scholarship 2014.  
Honorable Mention from Awwwards.  
Special Kudos from CSS Design Awards.  
Site of the Day from CSS Awards.  
Star of the Day from CSS Winner.  
Thesis of the Year at Universitat de Lleida.  
Cum Laude top 3 student award.



## skillset.

Visual Design in Adobe Suite and Sketch.  
Interactive Design in After Effects and JS.  
Prototyping in Principle, Framer, HTML & CSS.  
Wireframing in Sketch, Figma or Adobe XD.  
User Research through different methods.  
iOS development in Swift and Objective C.  
Front end in HTML, CSS and pure JS.  
Retouch of imagery in Photoshop.



## side projects.

Puzzles iOS 10 UI kit with +50k downloads.  
Open Source projects with more than 6k stars.  
Retouching of portrait images for fun.  
Clever Projects in Dribbble every month.



## experience.

### Freelance. Product Designer and Developer.

I help brands from around the world with roles that vary from web and app design to web and app development, going through user and visual experience, wireframing, prototyping, user research as well as photography and interactive design. 2014 – today

### SketchCasts. Design and Developer Teacher.

Every week I record a video about a new technique, a new tool, or just about my workflow. Having to teach to other people allows me to stay up to date in the latest trends. 2016 – today

### Hyper. Concept Designer and Developer.

Started as an iOS and front end developer with the mission to bridge the design and the development teams. After a year implementing a multidisciplinary culture in the company, I switched to a more design heavy role, doing projects for top companies in Europe. 2015 – 2017



## education.

### Universitat de Lleida. Industrial Electronics Engineering.

A technical background that showed me the easiest and most efficient way to solve any problem in any situation. In my free time, I ported that into my design world to really solve problems but in a creative manner. A perfect match. 2012 – 2016

### Mobile Makers. iOS development.

In Chicago I cemented my knowledge in iOS development, and learnt all the little pieces of the platform, that ability allowed me to design upon it in a very detailed way. 2014