RAMON GILABERT

DESIGNER & DEVELOPER

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From. Barcelona_   **Born**. 071994_   **Languages**. English, Catalan, Spanish_

EXPERIENCE

HYPER (OSLO) △ 2015 - Present

iOS, Web Developer & Concept Designer.
Bridging development and design with the idea of creating cross platform teams in projects.

FREELANCER △ 2014 - Present

Designer & Developer. Working with multiple clients around the world in UI, UX, prototype & complete end to end projects in web and Cocoa.

TEACHER & OPEN SOURCER △ 2014 - Present

Designer & Developer. Teaching design in SketchCasts every two weeks and contributing as much as I can to Open Source projects.

VALUES & SKILL

SKETCH

ILLUSTRATOR & PHOTOSHOP

HTML & CSS

JAVASCRIPT & NODEJS

SWIFT & OBJECTIVE C

LEARNING CAPACITY

EDUCATION

ELECTRONIC ENGINEER (LLEIDA) △ 2012 - 2016

Studying while working full time. Thesis named Lights (GPA 10/10), which was an object of the internet of things with 4 layers of computing.

MOBILE MAKERS (CHICAGO) △ 2014

Learned Objective C and got introduced to different developers in the network of Chicago.

AWARDS & HONORS

Apple WWDC Scholarship 2015. One of the top 300 developers in the contest.

Website awards. After releasing my portfolio. Top websites awarded my page as site of the day.

Thesis with honors. Defined as the jury as a game changer.

Top 3 students award. GPA 8.5/10 in Electronic Engineering.

Behind this mask there is more than just flesh.
Beneath this mask there is a dream.