

# Rafael López Martínez

## UX Designer

### Profile

After a few years studying and working in programming, I decided to make a change in professional future and focus on something that always have interested me: Videogame design, economy design and specially UX design.

### Contact

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<https://rengrow.github.io/Portfolio/>

### Skills

- Proficient in Adobe Creative Suite
- Experience working in teams with Agile and version control tools
- Excellent communication and interpersonal skills
- Ability to work independently and in collaborative team
- Time management and project management skills

### Languages

Spanish - Native

Catalan - Native

English - Advanced

### Education

**2013 - 2015 IES Carles Vallbona**

Vocational training / education in networks and microcomputer systems

**2016 - 2018 IES Carles Vallbona**

Higher Degree of Multiplatform Application Development with honors

**2018 - 2019 Centre de la Imatge i la Tecnologia Multimèdia | CITM (UPC)**

Unfinished Bachelor's degree in Video Game Design and Development

**2021 - 2024 Universitat Oberta de Catalunya**

Bachelor's degree in Digital and Multimedia Interaction Techniques

### Work Experience

**2017/06 - 2017/11 SETDEVELOPERS SL.**

**Junior Programmer**

Developing a mobile app using Xamarin and C#, using IOC principles and administrating a database using MySQL.

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**Junior Programmer**

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**2019/09 - 2022/09 SCM Logística y trazabilidad SL.**

**Mid-level Programmer**

Developing apps using: C#, JavaScript, Vue and integrating 3rd Party APIs in an Agile environment.

Administrating databases in SQL Server for numerous customers and being in contact with them to talk about new implementations that they could need.

**2023/06 - 2023/07 Larian Studios**

**PlayTester**

Playing Baldur's Gate 3 before it releases. Giving feedback about the encounters in the game, the interaction with the characters and my experience with the game.