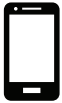




THOMAS HEIM ROJAS



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LINKEDIN.COM/IN/THOMASHEIMROJAS



THOMASHEIMDESIGN.COM

LANGUAGES

SPANISH

SPEAKING: NATIVE

READING/Writing: NATIVE

ENGLISH

SPEAKING: INTERMEDIATE

READING/Writing: ADVANCED

SKILLS

CODE

HTML/CSS: AVANZADO

JAVASCRIPT: BÁSICO

DESIGN

ADOBE XD/Figma: INTERMEDIATE

ADOBE PHOTOSHOP: ADVANCED

ADOBE ILLUSTRATOR: ADVANCED

ADOBE INDESIGN: INTERMEDIATE

ADOBE AFTER EFFECTS: INTERMEDIATE

MANAGEMENT

TRELLO: BASIC

MIRO: BASIC

ABOUT ME

UX/UI DESIGNER, RECENTLY GRADUATED, LOOKING TO DEVELOP THE SKILLS AND KNOWLEDGE ACQUIRED. I'VE CARRIED OUT PROJECTS FROM RESEARCH PHASE, THROUGH INFORMATION ARCHITECTURE AND UI DESIGN, TO PROTOTYPE DESIGN AND USER TESTING, WITHIN THE STIPULATED TIME FRAMES. PREVIOUSLY I'VE WORKED ON ENTERPRISES RELATED WITH THE SOFTWARE DEVELOPMENT FIELD, SPECIFICALLY VIDEOGAMES, PERFORMING AS A GRAPHIC DESIGNER, UI DESIGNER, AND GAME DESIGNER.

EDUCATION

HIGHER EDUCATION

2013 - 2019 // BACHELOR'S DEGREE IN DESIGN, UNIVERSITY OF VALPARAÍSO

- GRADUATED WITH DISTINCTION
- BEST OF GENERATION AWARD, 2ND SEMESTER GENERATION OF 2018

TECHNICAL TRAINING

2020 // UX/UI DESIGN - TALENTO DIGITAL PROGRAM, ACCOMPLISHED TOGETHER WITH THE COMMERCE CHAMBER OF SANTIAGO AND THE DESAFÍO LATAM ACADEMY

CERTIFICATES AND OTHER COURSES

2018// BECOME A UX DESIGNER FROM SCRATCH - INTERACTION DESIGN FOUNDATION

2011// CERTIFICACIÓN ENGLISH PET B2 - UNIVERSITY OF CAMBRIDGE

WORK EXPERIENCE

2016 / NIEBLA GAMES - GAME DESIGN, DIGITAL PRE-PRESS DESIGN

WORKED WITH THE DEVELOPMENT TEAM ASSISTING THE LEAD GAME DESIGNER IN PROTOTYPE CREATION, MAINLY ON THE DESIGN OF MECHANICS AND PLAYABILITY. I ALSO LEAD THE GRAPHIC DESIGN PROCESS OF THEIR BOARD GAME PROJECTS, TOGETHER WITH NATIONAL AND INTERNATIONAL PRINT AND EDITORIAL ENTERPRISES.

- DESIGN OF MECHANICS AND GAMEPLAY ELEMENTS FOR THE FIRST DIGITAL PROTOTYPE OF "CAUSA: VOICES OF THE DUSK"
- DESIGN OF GRAPHIC ELEMENTS (PACKAGING, MANUAL, CARD BACKS, FRONT, TOKENS) FOR THE BOARD GAME "CARETA", TOGETHER WITH THE EDITORIAL LUDOISMO, AND OTHER INTERNATIONAL PRINT DEPARTMENTS.

2015 / IDK GAMES - GAME DESIGNER, UI DESIGNER, GRAPHIC DESIGNER

MY MAIN RESPONSIBILITIES WERE THE DESIGN OF MECHANICS, LOOK AND FEEL OF THEIR PROJECTS, I WAS ALSO TASKED WITH MAKING THE GAME DESIGN DOCUMENTS NECESSARY FOR THE REST OF THE DEVELOPMENT TEAM. I LEAD DEVELOPMENT TEAMS COMPOSED OF DESIGNERS, PROGRAMMERS, AND ARTISTS, WORKING AS A BRIDGE BETWEEN DISCIPLINES.

I ALSO WORKED AS A UI DESIGNER, CREATING USER INTERFACES TO SOME OF THE PROTOTYPES, WORKING CLOSELY WITH THE ART DEPARTMENT IN ORDER TO HAVE AN INTERFACE THAT WAS COHERENT WITH THE WORLD PRESENTED BY THE ART TEAM.

PERSONAL SKILLS

COMMUNICATION

CAPABLE OF GIVING CONSTRUCTIVE CRITICISM IN ORDER TO HELP OTHERS WHEN NECESSARY
AND TAKING AND USING CRITICISM TO GROW AS A PROFESSIONAL

TEAMWORK

I'M A PERSON USED TO WORK IN TEAMS OF PEOPLE FROM DIFFERENT FIELDS, ALWAYS TRYING
TO BE AN ASSET TO THEM FROM MY OWN EXPERTISE AND LEARNING FROM THEIR EXPERIENCE
TO RELATE TO THEIR POINT OF VIEW

INTEREST IN LEARNING AND DEVELOPING

ALWAYS OPEN TO LEARN NEW SKILLS, I SEE EVERY PROJECT AS AN OPPORTUNITY TO LEARN,
SOMETHING NEW

HOBBIES & ACTIVITIES

BOXING

VIDEOGAMES

BOARD AND CARD GAMES

COWBOY BEBOP