

Teresa Marcos

UX/UI designer

Teresa Marcos
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- Short Bio -

I am a UX/UI designer with 10 years experience.

I believe good product design means having a great user experience and visuals crafted for that particular product.

As a designer I enjoy turning complex ideas into clean and user friendly products and that comes hand in hand with my coding skills, which allows me to work more autonomously and understand better how web technology works.

I hold a BA in Fine Arts, I'm a self starter and I thrive in cross-functional teams.

- Professional experience -

From 2009 - Now // Freelance UX/UI Designer

Designing and developing responsive websites, mobile apps and web apps for different clients. You can see some examples of my work here <http://teresamarcos.net/>

October 2018 - now // Gallery Atrium

Inventory management responsive web app. Worked on the UI with another developer.

Dec 2016-May 2018 // UX/UI Designer - Discovery Education

I worked on educational products for the UK and Egypt. My focus was to work on user journeys, create UX deliverables like prototypes and wireframes for usability testing and development, UI deliverables, UI mockups, styleguides, and also doing some front end coding. Worked closely with UX researchers, stakeholders and developers.

2015 March-Nov// UI/UX designer / Front end - Arts Alliance Media

I worked in two greenfield projects, an Android app and a cinema marketplace responsive website, I was responsible for the UX and UI, creating user flows, usability tests, designing the user interface, creating style guides and coding the UI, all as part of an Agile cross-functional team. I also worked maintaining and updating a few legacy applications.

2011-2013// Co-founder and Designer - La Tahona Cultural

- A crowdfunding platform that I co-founded. The project was online for two years. I designed and coded the user interface. I learned the vital importance of having a good user experience and a MVP in a start up.

2009-2011 // Co-founder and designer - ilovetravel.es

- I LoveTravel was an online travel magazine, I designed and coded the website and all the magazine numbers. Also managed a small group of writers and the content of the magazine together with my co-founder.

- Skills -

- // User-centered design (UCD)
- // Strong understanding of UI principles
- // Responsive design
- // UX / UI design
- // Wireframing and prototyping
- // Usability testing, preparing and conducting
- // Accessibility best practices
- // Design in the browser
- // Experience working with Backend and frontEnd Developers
- // Agile
- // Self starter
- // Front-end development HTML, CSS, SASS
- // Version control with GIT
- // Wordpress websites

- Tools -

Design tools:

- // Pencil and paper
- // Sketch, Illustrator, Photoshop, Indesign
- // Axure, Invision, Zeplin

Programming Languages:

- // HTML5, CSS3, SASS, LESS

Frameworks: Bootstrap, JQuery

- Studies -

2006-Now // Self-taught designer. Continuous training through MOOC platforms like Coursera, Lynda.com, forums, using manuals, books, etc.

2002-2007 // Bachelor in Fine Arts, University of Salamanca, Spain. Specialised in graphic design, photography and video.

- Languages -

Fluent: Spanish, English, Italian and Portuguese.
Basic: French.