



Skills

// UX / UI design
// Design systems
// Pixel perfect designs
// Information Architecture
// Responsive design
// Wireframing and prototyping
// Usability testing
// Accessibility best practices
// Agile
// Self starter
// Front-end development

Tools

Design tools:

// Figma, Adobe XD, Illustrator,
Photoshop, Indesign
// Pencil and paper

Programming:

// HTML5, CSS3, SASS, LESS, GIT

Studies

2008-Now // Self-taught designer.
Continuous training through
MOOC platforms like Coursera,
books, blogs, forums, etc.

2002-2007 // MA Fine Arts,
University of Salamanca, Spain.

Professional experience

Since 2009 // UX/UI Designer

Mainly working freelance, consulting with tech companies and small businesses to design and develop products, provide design solutions to solve user needs and business challenges through user research, interaction design, prototyping, front end code and visual design.

Selection of past works

May 2023-Present + January 2020 - June 2021 - Freelance

Worked in different projects for different clients, some projects include: eCommerce shops using Shopify and Squarespace, Digital agency corporate website, artists portfolios and a platform for parents to find curated educational activities as well as giving support to older clients.
// Some examples: themakegroup.com, angelicasalvi.net, diegosainzgarcia.com, marcosemarcos.com

October 2021 - May 2023// Huguenots

Small fin-tech company that provides tailored client reporting design and automation for investment companies in both web and print.
// Creation and maintainance of design systems
// Design high quality data-heavy designs that are simple to use and functional, following brand guidelines and industry standards.
// Work in a small team where we manage our work and work collaboratively with developers and stakeholders

March 2019 - September 2019 // Gallery Atrium

Inventory management web-app for the art and antiques industry.
// Responsible for understanding client needs and doing business research.
// In charge of user research testing and updating the app constantly.
// UI and UX design deliverables producing lo-fi and hi-fi wireframes, user flows, page flows, mockups and prototypes to communicate with stakeholders and the rest of the team.

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

As a product designer at Discovery Education I worked on 3 of their products for the UK and Egypt (espresso, STEM Connect and EKB).
// Responsible for designing and redesigning sections applying user research findings based on qualitative and quantitative data.
// Helped planning research studies, attending workshops, testing and focus groups.
// Make a complex application easy to use
// Producing lo-fi and hi-fi wireframes, user flows, page flows, mockups and prototypes to communicate with stakeholders, the rest of the team and to test on users.
// Collaborated very closely with product managers, engineers and UX researchers.
// Created a design system for one of the products.

Languages

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

2015 March-Nov// UI/UX designer / Front end dev - Arts Alliance Media Cinema management company

I worked in two greenfield projects and maintained a few legacy applications.

// Preparing and conducting user research.

// Responsible for the UX and UI, creating user flows, designing the user interface, creating style guides.

// Helped plan and advised on the MVP of a new product.

// Front end developer implementing designs and solving UI bugs.

// Part of an Agile cross-functional team working closely with other designers, product managers and engineers

2010 - 2014 // Designer (web and graphic), developer and webmaster Arte Subastas Bilbao (Art and Antiques Auction)

Arte Subastas Bilbao are an arts and antiques auction based in Bilbao, Spain. They were my clients for 4 years. I worked either solo or with a backend developer and with the team at the auction.

// Manage projects and the client, understanding the business.

// Re-designed the website, making it responsive and accepting online bids.

// Designed and developed, together with a backend developer, a completely customised management system where they could manage all aspects of the auction: clients, invoices, items, catalogue and the live auction.

// Designed their print catalogue.

// Re-designed their brand image, logo and stationery.

// Designed any print and online ads.

// In charge of their digital newsletter using mailchimp.

2011-2013// Co-founder/Designer - La Tahona Cultural - Crowdfunding platform

2009-2011 // Co-founder and designer - I Love Travel - Online Travel Magazine