Teresa Marcos
UX/UI designer

Teresa Marcos
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I'm a product designer passionate about solving complex problems following UCD principles.

- Skills -

// UX / UI design
// Responsive design
// Mobile design
// Wireframing and prototyping
// Usability testing
// Accessibility best practices
// Agile
// Self starter
// Front-end development
// Wordpress websites

- Tools -

Design tools:
// Sketch, Illustrator, Photoshop, Indesign
// Axure, Invision, Zeplin
// Pencil and paper

Programming:
// HTML5, CSS3, SASS, LESS, GIT

- Studies -

2006-Now // Self-taught and continuous training through MOOC platforms like Coursera, books, blogs, forums, etc.

2009-2011 // 2 years BA History of Art, University UNED, Spain.

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

- Languages -

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

- Professional experience -

June 2020 - Present // Maker
Digital agency
My first project with Maker has been redesigning their website. The project involved working with stakeholders to understand business requirements, mood boarding, sketching, designing wireframes and mockups and implementing the design in Wordpress using Elementor page builder and CSS.

From 2009 - Present // Freelance UX/UI Designer
Consulted with tech companies and small businesses to review current products, provide design solutions to solve user needs and business challenges through user research, information architecture, interaction design, prototyping, front end code and visual design.

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
I was the main product designer at Discovery Education working 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.
// 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 researchers.
// Created a new design system for one of the products.

2015 March-Nov// UI/UX designer / Front end developer - 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 advice 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

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

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