



TONA VALENCIA
INTERACTIVE MEDIA DESIGN

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LANGUAGES

Spanish - English - Japanese



SOCIAL SKILLS

Communication, Adaptability ,
interpersonal skills, teamwork,
work under pressure, time
management and leadership.

Personal Profile

My name is Paula Valencia and I'm an interactive Media Designer from Colombia. Through my years of career and work experience I have developed a series of professional skills that allowed me to involve in different projects, leading me to enhance my main characteristics, high adaptability, and teamwork. These characteristics gave me confidence enough to recognize that there's always something to learn. My high perseverance and resilience took me to Japan and that was only the beginning.

Education

Icesi University

Bachelor Degree
July 2013 - August 2018

Nihon University

International Exchange
September 2016 - February 2017

Mitsue-Links Co. Ltd.

UX Research Internship
April 2018 - July 2018

Work Experience

Corporación Talentum

Game Developer - June 2019 / Present

Unity game developer in a corporation that works with the Government of El Valle. With my team, we develop educational games with the purpose to encourage the use of technology in an educational environment for populations with low resources.

Freelance Projects

Freelance Designer - Present

Worked as an independent designer in different projects such as branding, web design and development, advertising and as a community manager.

Fosfenos Media - Ministry of education of El Salvador

Web Developer - March 2019 / May 2019

Web development and design for the brand new animated program Historias en Juego presented on the new educational television channel TATUKATV. <http://tatukatv.sv/historias-en-juego/>

Biototalpro

Main Designer / Community Manager - April 2019 / June 2019

Responsible for the design of the brand logo and identity, development and web design, graphic design of promotional pieces, management of social networks and customer services.

Mitsue-Links Co. Ltd.

UX Researcher Intern - April 2018 / July 2018

Research intern for user experience. Worked with user tests, project reports, blog writings, cultural differences, and research findings.
https://www.mitsue.co.jp/english/global_ux/blog/201805/16_1800.html

IOL Colombia

Main Designer - July 2015 / July 2017

Responsible for the design of brand, development and web design, graphic design of promotional pieces, management of social network.



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Professional Experience

During my journey as a student and now building the professional path I acquired experience with the following frameworks and tools, tools that have allowed me to develop skills in the next fields:

Skills

UX/UI



Game Development



Product Designer



Graphic Design



Motion Graphics



Tools



Current Studies

Online Courses by Platzi:

■ Machine Learning

■ Game Development