

# Alejandro A. Mendoza

## Product Designer

Driven by curiosity and a multicultural perspective, I'm a passionate who enjoys crafting digital visuals and experiences that are both functional and meaningful. I thrive on transforming complex challenges into fluid interfaces and coherent visual identities, always with a human-centered approach.

## Say "Hola"

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## Education

### Web Project Designer & Developer

CCI Campus Alsace, France  
(2024-2026)

## Skills

**Web Development :** HTML / CSS

**3D Modeling :** Blender

**Prototyping :** Figma

**Design :** Suite Adobe Creative

**Core Skills :** Travail d'équipe, créativité, adaptabilité, Empathie et rigueur

## Languages

**Spanish :** Native

**French: C1 :** Professionally Proficient

**English: B2 :** Professionally Proficient

## Experience

### Webmaster

Fiesta Republic / Strasbourg, France / 2022-Present

- Manage the technical aspects of the company's e-commerce site (Prestashop), including updates, maintenance, content creation, and integration.
- Oversee client relations and customer support, ensuring a positive user experience.
- Collaborate with the team to align the website's functionality with business goals.

### Co-Manager & Community Manager

Somos Arte Ltda. / Santiago, Chile / 2019-2021

- Co-founded and managed an art supply store, overseeing purchasing, inventory, and sales development.
- Built and nurtured an online community of over 10,000 followers on Instagram through targeted communication strategies and content creation.
- Managed the company's Wordpress e-commerce site and created advertising content.

### Retail Sales Professional & Customer Advisor

Groupe DUFY - Santiago Airport, Chile / 2014-2018

- Advised a diverse, international clientele on product selection in a dynamic, multicultural environment.
- Developed strong communication and interpersonal skills, focusing on customer satisfaction and relationship building.
- Managed multiple tasks efficiently in a fast-paced setting, ensuring a seamless customer experience.

### 3D Environment Artist

Simpro / Havana, Cuba / 2011-2013

- Created 3D virtual worlds and environments for professional simulators, mastering graphic design and processing.
- Worked within a project-based team, utilizing software like 3D Max Studio, Blender, and Photoshop.
- Received recognition for efforts in technological research and investigation.

Fun facts: I mix cocktails like modern-day potions • My longest cycling trip was a 400km adventure • I collect souvenir coins including one from Hogwarts • I love to watch classic cartoons & adult animation shows

