

I am a UX/UI Designer with a background in Industrial Design and photo manipulation. My passion is to use visual tools to make people feel and think in new ways. I have always enjoyed solving problems of daily life and I love working with my hands as well as with a computer.

WORK EXPERIENCE

INTERACTION DESIGNER • CONVIVIO • (FULLY REMOTE) 2020

I currently work in this fully-remote agency that especialises in government work, which means that transparency, accessibility and inclusion are essential. Our clients include bodies within the Cabinet Office and other public sector organisms. I create prototypes and support the research team conduct user interviews and testing. I also work on updating the corporate site and assisting the team with anything visual, like illustrations and iconography.

UX ARCHITECT • HIGHWIRE PRESS • BRIGHTON (UK) 2019

I juggled multiple projects and collaborated with several international teams across different timezones to implement internal and external products for clients such as McGraw-Hill, John Wiley & Sons and BMJ. I worked closely with developers, project managers and business analysts in an agile environment and produced prototypes that helped present new ideas to stakeholders, tested proposed designs and delivered specs to developers.

UX DESIGNER • RYANAIR • MADRID (SPAIN) 2019

I worked as part of one of the pods designing the mobile first new website of this famous airline. My pod was in charge of improving the payment process, making sure is frictionless, as well as other projects like creating landing pages and a new "take me anywhere" tool. I also looked for inconsistencies in the current sitemap to make sure its problems were corrected in the new site.

UX DESIGNER • BIG SOFA • LONDON (UK) 2018

I conducted a general UX analysis and helped redefine the product for this video based research company as it evolved into SAAS. My main functions were to interview users and create new sitemaps and user flows, in order to reduce the friction. As a team of one, I created and tested prototypes and ran design studios with multidisciplinary teams to come up with solutions.

UX ARCHITECT • HAYMARKET • LONDON (UK) 2018

This well respected magazine was setting foot in the car buying market and, as part of the team redesigning the site, my role was to create a B2B solution for dealers to sell their stock through WC, manage their leads and track their performance. I designed the solution from research to wireframing. On the side, I worked on the creation of new features to attract and engage new customers outside of the core user personas, like a car choosing tool.

SOFTWARE DESIGNER • APEX MOBILETECH • LONDON (UK) 2018

I worked on the redesign of a tablet app for estate agencies that helps listers manage large amounts of data and create 3D sketches on the go. I helped coordinate the app with the customer portal, together with developers and project managers based all around the globe, and designed new features that were included in the admin websites. I also led a company rebrand.

SKILLS

HARD

- Prototyping
- Creation of personas
- Journeys and flows
- Critiques
- Collaborative design
- Wireframing
- Usability testing
- Design studios
- Visual design
- Information architecture
- Accessibility audits

SOFT

- Time management
- Hard working
- Strong ethics
- Empathy
- Self-awareness
- Positive attitude
- Personal improvement
- Leadership
- Flexibility
- Fast learner

SOFTWARE

★★★ EXPERT

Photoshop · Sketch · Axure · Creative Suite · Office Suite · Keynote · Google Suite · Clubhouse · Miro · Figma

★★ COMFORTABLE

HTML5 · CSS3 · Sublime Text · Brackets · Atom · Codepen · Filezilla · Omnigraffle · Marvel · InVision · Balsamiq · Trello · JIRA · Aha! · Clickup

★ BEGINNER

jQuery, PHP, SQL

UX DESIGNER • INTOUCH GAMES • BIRMINGHAM (UK) 2017

I joined the company during a sprint project to improve the registration process for their online gaming service. Through the construction of user flows and journeys, I helped the team understand where the weak points were and outline solutions through annotated wireframes.

UX DESIGNER • GENERAL ASSEMBLY • LONDON (UK) 2017

I undertook this program upon moving to the UK in order to strengthen my skills to complete projects end to end. Through a series of individual and group projects I created solutions from discovery to visual design, covering all the stages of the UX process and all the common tools and processes currently used in the field, making myself comfortable with Agile, Scrum and Lean methodologies.

UI DESIGNER • INTERGRUPO • AVILÉS (SPAIN) 2016

I was part of a team working on an educational project to introduce robotics to children from 6 to 12. We created a series of games, quizzes and educational content such as videos and digital textbooks. Being in charge of user interface and usability, my role was to create visual aids to display the content following the style guide and keeping consistency throughout the whole app. I also ran user testing and applied the necessary modifications.

PHOTOGRAPHER • FREELANCE • SPAIN, USA & GERMANY 2012 - 2015

I've worked in commercial as well as personal photoshoots. Using SLDR, Adobe Photoshop and animation, I've covered events and helped improve branding and marketing strategies for several companies, producing advertisements, promotional imagery and billboards. I'm also an accredited Getty Images Contributor and am always looking for collaborations with international artists.

ADDITIONAL SKILLS

- Creativity
- SLDR photography
- Driving licence
- Spanish (native)
- Good cook
- Mindfulness
- Experience in sales

SOCIAL MEDIA

LinkedIn

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Instagram

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Facebook

[/buronangela](#)

Blog

[angelaburon.com](#)

EDUCATION

Psychology University Degree

UNED, Spain 2020-present

UX Design Immersive

General Assembly, London 2017

Industrial Design Engineering

Polytechnic School of Valladolid, Spain 2008-2011

MORE ABOUT ME

VOLUNTARY WORK

Spanish as a Foreign Language Teacher - Asturias Acoge, 2015

This association makes possible the inclusion of immigrants in society giving them support, opportunities and advice with no cost.

INTERESTS

Photography • I create surreal body compositions that have been featured in magazines all over the world. **Cooking** • I studied bakery and worked as a baker for a few months in my home town. **Crafts** • I worked in a book binding workshop for a year making books from scratch, now I make notebooks for fun.