

Andrea Solanas de Vicente

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in Andrea Solanas de Vicente

Education

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| Technical University of Munich , MS in Games Engineering – Munich, DE | Oct 2022 - Exp. May 2025 |
| • GPA 1.9/1.0 (Transcript 📄) | |
| University of Zaragoza , BS in Computer Engineering – Zaragoza, ES | Sept 2018 – June 2022 |
| • CGPA: 7.28/10.0 (Transcript 📄) | |
| Kristiania University college , Computer Engineering – Oslo, NO | Aug 2021 – June 2022 |
| • Erasmus+ Program | |

Experience

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| UI/UX Designer and User Tester , ExoMatter 📄 – Munich, DE | Jan 2024 – present |
| • Redesigned the platform's UI/UX delivering a more engaging and <i>user-friendly</i> experience that increased customer satisfaction . Also conducted user testing sessions. | |
| • Supported cross-functional teams by designing impactful visuals for marketing, including assets for video content and PowerPoint presentations, to ensure consistency with brand standards. | |
| Game Developer, Game Designer , UPF 📄 – Remote | Apr 2024 – present |
| • Co-developed a fully functional 3D mobile game with <i>3 immersive levels</i> , completed within 5 months as part of a 6-person team . | |
| • Transitioned to game concept design, where I created and refined engaging puzzles and riddles to enhance player experience and maintain game variety. Currently conducting software testing. | |
| Project Lead , TUM 📄 – Munich, DE | Sept 2024 – Mar 2025 |
| • Leading an 8-person development team in building an iOS app for university use, managing project milestones and timelines through <i>Scrum and Agile methodologies</i> . | |

Projects

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| Zero Waste - UX/UI Prototyping | Link to project 📄 |
| • Created an application which could assist the Norwegian households to decrease their food waste. Research, qualitative and quantitative methods, audience analysis, survey, low and high fidelity prototype, testing, report/research paper | |
| • Tools Used: Figma | |
| Fall for Me - 2D Videogame | Link to project 📄 |
| • Developed a 2D multiplayer fighting game where I designed and created all assets and animations and assets. | |
| • Tools Used: C#, Unity, Sketchbook | |
| Oblivion - 3D Videogame | Link to project 📄 |
| • Developed a 3D escape room inspired videogame with 3 levels. | |
| • Tools Used: C#, Unity | |

Additional Information and Skills

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- Co-lead of GDG 'Google Developers Group** 📄: Organized and hosted events with the club for university students
- Volunteering UI/UX teacher at REDI**: Taught UI/UX themes for [REDI](#) 📄 school
- Languages**: Spanish (Mother tongue), English (C2 level), German (B1 level)