



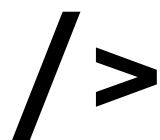
ANGEL VIÑAS FERNANDEZ

UX DESIGNER /
UI DEVELOPER

/ ALL ABOUT ME

I am an experienced UX / UI designer who has also worked as a frontend developer with frameworks like Angular and React. I'm passionate about innovative design with a wide understanding of technology focused toward optimum user experience.

This quote carefully explains my plural sight of Good Design "Each thing (a mirror's face, let us say) was infinite things, since I distinctly saw it from every angle of the universe." - J.L. Borges. The Aleph.



/ CONTACT DETAILS

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/ WORK EXPERIENCE

>> Junior Front-End Developer

GFT IT Consulting | January 2019 to May 2020

Clients: BBVA, Bankia and Mapfre

> Client: Gft is focused in bank and insurance sector. Worked as Junior Front-End Developer my activity was developing web apps which architecture based of React + Redux, Angular 8+, con Polymer 2 and Lit-Element.

>> Junior Front-End Developer

Sogeti | April 2018 to December 2018

Clients: Airbus, Acciona and DKV

> Sogeti is partner of Microsoft. Worked as Junior Front-End Developer my activity was developing web apps which architecture based of Angular 5+, Angular Js, .NET Core, PostgreSQL and Palantir.

>> UX/ UI Developer

UVE Agency | October 2017 to April 2018

Client: Aki Bricolaje

> Sogeti is partner of Microsoft. Worked as Junior Front-End Developer my activity was developing web apps which architecture based of Angular 5+, Angular Js, .NET Core, PostgreSQL and Palantir.

>> UX/ UI Developer

BinPar Digital Ignition | November 2016 to March 2017

Client: Editorial Médica Panamericana

> BinPar Digital Ignition is partner of Microsoft. Worked as UI Developer my activity was developing web apps which architecture based of HTML5, CSS3 and .NET Core.

>> UX/ UI Developer

BinPar Digital Ignition | November 2016 to March 2017

Clients: Lidl, Fnac, World Duty Free, Cortefiel, etc.

> NOQO Marketing Partners is focused retail sector. Made from the scratch two e-commerces (Prestashop), and much more. As a UX/UI my activities were: investigating to understand the customers, designing of mockups and lastly measuring of customer' behavior to achieve fix errors.



/ SKILLS

>> Design

- > Sketching & Illustration
- > Ideation
- > Rapid Prototyping

>> Technical

- > Adobe CC
- > Figma
- > Balsamiq
- > HTML
- > CSS
- > SASS
- > JavaScript
- > TypeScript
- > Angular
- > Angular Js
- > React + Redux
- > Polymer
- > LitElement
- > Node.Js
- > GitHub
- > Jira
- > PHP

>> Other

- > English (fluent)
- > Spanish (native)
- > Drive motorbike
- > Travel
- > Play Music

>> Internship Creative Designer

Espadaysantacruz Studio | October 2013 to February 2015

- > As Internship Creative Developer participated in the creation of several projects including video mapping, installations, video games, etc.
- > A project by Miguel Espada in which you get an interactive virtual reality experience in an apocalyptic world in which your tweets bring life back to dead stars. Your goal is to kill them while they are remembered on earth. Therefore, the Networks will become a limbo where the memory of Rock legends will flow. A Beat em up as real-time data visualization in which something as intangible as memories is quantified. (Unity3d, Js, C#, Node.js, VR and Oculus)

/ EDUCATION HISTORY

>> Statal foundation of employment

Courses | from 2020 to 2019

- > Angular 9 - 10 hours
- > React + Redux course - 20 hours
- > ECMAScript 6 + Unit Testing course - 20 hours

>> Trazos

Full Stack Developer Master's Degree | Class of 2017

- > HTML 5, CSS 3, ES5, PHP and SQL
- > Angular 5

>> Samsung Tech Institute - UPM

Courses | Class of 2014

- > Android, Java and UX/ UI
- > HTML4 + CSS

>> CEADE Leonardo

Interior Designer Degree | Class of 2013

>> Universidad de Sevilla

Architecture Bachelor | Class of 2011

/ SPEAKER

>> 4th European Conference in Serious Games

Universidad de La Laguna [ULL] | 30 January 2015

