MARIA BLADÉ I EJARQUE

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EDUCATION

2022 – Barcelona, Spain
Frontend Development Bootcamp
Ironhack

Modern programming and web development in JavaScript, HTML, CSS, Git and GitHub. Creation of responsive web designs with Flexbox and Bootstrap. Using the Vue.js library.

2018 – 2022 – Barcelona, Spain
Design and Innovation, specialised in Interactive Experiences
Elisava, School of Design and Engineering

Graduated with 4 Honours.
Information Architecture, System Design, Research for HCI, Usability Testing for IXD, Visual Design, Design Strategy, Design Processes and Methods, Creative Problem Solving, Art Direction, Creative Code, Audiovisual Narratives, Transmedia communication, Critical theories, Contemporary Interactive Art and Design, Interactive Environments, Fundamentals of Product, Space and Graphic Design, Development and Programing of video games, apps, websites and interactive and immersive experiences

03/2022 – Barcelona, Spain
Erasmus
Bauhaus-Universität Weimar

Participation in the course "How the (female) body became political in the 70s and 80s: Examining film and fashion as bodily media". Zine Design.

EXPERIENCE

09/2023 – Currently – Remote
Graphic and UX-UI designer
Freelancer

- Designed a book, layout and cover.
- Brand design for a firm in charge of installing and mantaining solar panels.

03/2023 – 12/2023 – Vienna, Austria
UX/UI Designer
RNDM design studio

- Contributed to the redesign of the design system and developed the wireframe for Raiffeisen Bank's Investor's Gate using typography, imagery and other design principles.
- Website design, stickers and media posts for the OFFF Vienna 2024 Design Festival.
- Brand design for two consulting firms.
- Provided a pitch proposal for the rebranding of a wine.
- Projects included web and app design, branding, icon design and product mockups.
- Designed of the layout and cover of a book.

01/2021 – 04/2021 – Barcelona, Spain
Graphic and UX-UI designer
Urbaser

- Delivered a app prototype to be used as a job tool, impacting 809 workers. Investigated and researched through and for design.
- Responsible to communicate through a video the change of name and logo of an internal project.

09/2020 – 11/2020 – Barcelona, Spain

Ajuntament de Barcelona | Barcelona Activa

- Researched and designed in a program to promote local commerce in the city. Responsible for the end-to-end design process, including market research, design sprints with stakeholders and documentation. Delivered some products. In charge of the media communication.

COMMUNITY

10/2021 – 11/2021 – Barcelona, Spain
Sustainable Challenge: Industrial Symbiosis: A Booster to Circular Fashion.
Disseny Hub Barcelona

Participation in a multidisciplinary challenge to design products or services for the fashion sector. It was part of the Barcelona and Manchester Design Week and culminated with an exhibition of the results at Disseny Hub Barcelona.

02/2021 – 03/2021 – Barcelona, Spain
Global Design Studio
Melbourne Design Week & Barcelona Design Week

Participation in a multidisciplinary workshop with students from London and Melbourne that resulted in a "Cookbook for planet Health", which was exhibited at the Melbourne Design Week and Barcelona Design Week.

02/2020 – Barcelona, Spain
HackTheLightUP
Protopixel

Participacipation in a design and lights hackaton during the Festival de Llum de Barcelona.

SKILLS

Catalan: Native	Figma	UX Design
Spanish: Native	Adobe InDesign	Visual Design
English: C1, Advanced	Adobe Illustrator	Interaction Design
German: B1	Adobe Photoshop	Prototyping
	HTML/CSS	Processing
	JavaScript	Arduino