



TATIANA MARCALLA

UX/UI DESIGNER

CONTACT

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ABOUT ME

I graduated as a UX/UI Designer at IronHack, gaining experience in mobile design development and web design. My great motivation is to show my personality with the designs and with the people. I really like to listen and help the people around me. My goal is to continue growing professionally and personally.

LANGUAGES

Spanish - Native
Catalan - Native
English - Basic

SKILLS

HARD SKILL

Figma	Wireframing
User Interface	Sketch
UX Research	HTML/CSS

SOFT SKILL

Teamwork	Initiative
Creativity	Communication

WORK EXPERIENCE

UX/UI Designer

Freelance | July 2022 - actually

- **STRAVA | Add new feature| 1 week** : I found an issue in the app, researched it, fixed it, and added it as a new update.

[View](#)

- **MONDSA | New product | 2 weeks**: I create a web application from scratch that helps the employees and the business. I applied research, analysis and product design (UX research, Ideation, UX analysis and UI)

[View](#)

- **NIO GROWTH | Design of a section | 3 weeks**: I designed a section for a client's app. The requirements were to design a calendar or agenda with tasks, process monitoring, appointment scheduling from scratch (UI, design system) and that everything be interactive.

[View](#)

Customer Support

Caixabank - Temporary job| October 2022 - December 2022

- I provided users with information and support in relation to the products or services offered by the company.
- I attended, helped and explained to the client how an operation works at the ATM.

ACADEMIC RECORD

IES Els Tres Turons

High school - Humanities Social Sciences | September 2019 - May 2021

UX/UI Designer

IronHack- Full time| June 2022 - September 2022

- **Web Development** (HTML and CSS3), **Data Gathering**, **UX Research** (Design thinking, surveys, interviews, stories, benchmarking), **Ideation** (crazy 8, Mind Mapping, wireframes) , **UX Data Analysis** (affinity mapping, user flow, concept testing, usability testing, proto personas, scenarios) , **User Interface** (Figma, prototype in low-mid-high, design system, testing) and **Design critics** (feedback and analysis).
- The use of different software to carry out my work (Figma, Visual Studio Code, CodeSansbox, Sketch, Miro)