Carlos Martinez

Ux - Ui Designer

Email:
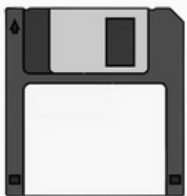carlosmartinezhold@gmail.com

My Website and Projects:
https://charlycohete.github.io/website-carlosmartinez/

I am a Junior UX/UI Designer passionate about creating intuitive and engaging user experiences. Experienced in wireframing, prototyping, and responsive design. I'm motivated by projects that solve real-world problems. My foundational knowledge of HTML, CSS, and JavaScript allows me to work with development teams and contribute to the implementation of designs.

CORPORATE EXPERIENCE

Floppydevs. UX/UI - 15/12/2024 - PRESENT

floppydevs.com is the most important project in which I actively collaborate. Take a look and see the things I do in collaboration with expert software engineers.

ORBYS. Business Analyst 30/03/2023 - 02/06/2024

Business analysis using CRM and Excel, optimizing internal processes and supporting data-driven decisions.

EDUCATION

- Acquired foundational knowledge of HTML, CSS, and JavaScript, enabling effective collaboration with developers and a deeper understanding of design implementation.
- Intensive training in interface design, wireframing, prototyping, and tools like Figma, Canva and Spline.
- Degree in International Trade and Marketing

SKILLS

- User Experience (UX) and User Interface (UI) design.
- Wireframing and interactive prototyping.
- Responsive and adaptive design.
- Proficiency in tools like Figma, Adobe XD, and Sketch.
- HTML, CSS, and JavaScript
- Conducting user research and usability testing.

LENGUAJES

- English
- Italian
- Spanish