

Carlos Martinez

UI - UX Designer

Email:

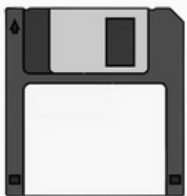
carlosmartinezhold@gmail.com

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, JavaScript and React allows me to work with development teams and contribute to the implementation of designs.

CORPORATE EXPERIENCE



Floppydevs. UI/UX Designer - 09/15/2024 - PRESENT

Floppydevs 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.



Odin Trading. UI/UX Designer - 03/18/2023 - 03/07/2024

I was responsible for the UI/UX of the website, handling the entire design process, including responsiveness.

EDUCATION

- Certified in UX/UI - CEI
- Acquired foundational knowledge of HTML, CSS, JavaScript, and React. Enabling effective collaboration with developers and a deeper understanding of design implementation.
- Intensive training in interface design, wireframing, prototyping, and tools like Figma, Frame and Spline.

SKILLS

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

LENGUAJES

- English
- Italian
- Spanish