Clemente Garcia-Huerta

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Summary

Who i am as a designer

I am a very hard-working, organized, and a detail-oriented person with great interpersonal skills who enjoys working both in a team as well as independently. My greatest values in a work-type setting consist of efficiency, productivity, and completing deadlines and tasks that exceed expectations. I enjoy working with my skills in UI/UX design and background in front-end development.
I aspire to be a part of a great team and be a very valued member of that team where I can use my skill-set to create good designs while also being very open to feedback for best practices.

Work experience

Front-end developer

I worked making UI changes, Code iterations, Email marketing with HTML and CSS, using WordPress, Coding/prototyping:HMTL5, CSS. And initial code of original website with Bootstrap.
www.openmindschool.org
Jan.-Mar. 2017

Graphic Illustrator

I gave animation advising for video to the director, touched up design assets, designed characters in flat color, made design iterations, worked on file organization, and used Illustrator and Photoshop.
www.buildshop.com
Sept. 2016 1 month

Education

California State University
[2016- 2017]
Graphic design

[Concentration in User
Interface Design]

College of San Mateo
[2013-2015]
Web design/multimedia

[Concentration in Web
Development]

Academy of Art University
[2005-2007]
Illustration + 3d modeling

[Concentration in 2D to
3D Illustration]

Skills

**User Interface/
User Experience**
Sketch, responsive web design (RWD), Wire-frame, mock-ups, user paths, research, prototyping(InVision, HTML, AfterEffects), mobile first, application design

Visual Design
Print/web - image formats, Photoshop. Illustrator, InDesign, storyboarding, branding, style tile, infographics, concept design, technical drawing, 2D/3D modeling/animation, Maya, Zbrush

Front-end Development
HTML5, CSS/CSS3, responsive web design (RWD), Bootstrap, beginner JavaScript, jQuery, WordPress, Sprites, beginner GitHub, FTP, Zurb Foundation, mobile first