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Nice seeing you around. Don't hesitate to reach out!

***** Education

2020 - 2024

UDIT (Universidad de Diseño, Innovación y Tecnología), Madrid, Spain

Degree in Multimedia and Graphic Design (Spanish)

Participated in Young Ones for the On Club of Creativity in NY in 2024 obtaining a merit with our group proyect.

Participated in extracurricular activities such as volunteering to help NGOs create a solid branding strategy or supporting the university's film festival branding and social media strategies and image making.

2022

SETU, Ireland (English)

One semester in Erasmus in Ireland fully in English

2013 - 2020

Humanitas Bilingual School Torrejón, Madrid, Spain

Bachelor in technology. Physics, Technical Drawing and Philosophy as main optional subjects. Overall bachelor grade of 9,71 with a result of 12,8 in the University entrance exam.

Always maintained in the 1% highest grades in class throughout all years. $\,$

***** Languages

SPANISH - native

ENGLISH - proficient/bilingual C2 (CPE)

KOREAN - A2 simple conversational level

→ Professional Experience

2025

Kids&Us - English Teacher as a second language

Learned, adapted and performed brilliantly the teaching method at Kids&Us.

Took over 9 different groups of 4 different levels and delivered a smooth transition along great optimism, fun and honest care.

2023

Mushroom Pillow Music - Cecilia Krull Creative Team

Design of the concert experience, lightning, visuals and promotional content

Delivered editorial and video materials for such defined.

2022

Ritz Carlton - Fine dining hostess (Lake Tahoe, California, USA)

Managing and organizing reservations

Connected with all restaurant staff to assure excellent service

Skills

Soft Skills

Great adaptability to new and fast paced environments.

Respectful, assertive and communicative

Fluent in team work and decision making.

Initiative taker and natural leader.

Hard Skills

Fluent in the use of Adobe Suite such us Photoshop, Illustrator, InDesign, Premiere, AE, and Figma.

Also familiarized with Visual Studio code and Git Hub for front end design, Cinema 4D for 3D rendering, and Capture One and Lightroom for image editing