Daniel Gea Palenzuela

Frontend | UX/UI | Creative Coding

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I am a Frontend developer with a solid knowledge and interest in UX/UI, and accessibility projects. I work with web technologies (HTML, CSS, JavaScript, React) , and prototyping tools like Figma. I have also worked on building creative projects using Unity, C#, Processing, Pure Data, and Arduino, combining technical solutions with narrative design.

EDUCATION

[Master's Degree] **Interaction Design · University of Porto, Portugal**   *(2022 - 2024)*

- Master's Focused on Interaction Design, UX/UI, Frontend Development, and Human-Computer Interaction, combining practical projects with research-driven approaches.

[Professional Training] **Photography and Video Editing · 35mm**   *(2020 - 2022)*

- Theory and foundation of cinematic direction and hands-on experience with video production and photo editing, using Photoshop, Premiere, After Effects, and DaVinci Resolve.

[Bachellor's degree] **Information Science · University of Granada, Spain**   *(2018 - 2022)*

- Studies in web information, protocols, information architecture, metadata, and information retrieval.

PROJECTS AND PUBLICATIONS

[Website] **Personal Web Portfolio | *https://danielgea.com/***

- Designed in Figma and coded in Visual Studio Code. Built using Html, Css, Sass, Javascript, Bootstrap and PHP. The code is managed using Git and GitHub, and deployed to Hostinger.

[Research Paper] **Semantic and Spatial Sound-Object Recognition for Assistive Navigation · SoniHed 2025 Conference**| *Stockholm, Sweden*

- Developed a sonification method using auditory cues to encode semantic and spatial properties of objects to navigation for blind and visually impaired individuals.

EXPERIENCE

[Volunteering] **Staff · UXcon'24 Vienna** | *Vienna, Austria*   *(09/2024)*

- Attended talks and engaged with attendees throughout the event. Responsible for distributing welcome packs and event merchandise at one stand.

[EU-Project] **"Open Minds": Creative Innovation Lab · MTF Labs** | *Umea, Sweden*   *(10/2023)*

- An EU-funded programme focused on Design Education for Radical Inclusion. Collaborative ideation methodology and a specially-designed physical computing toolkit for prototyping in innovation labs.

[Volunteering] **Content Creator for Social Media · ESN** | *Salamanca, Spain*   *(2021 - 2023)*

- Created posts and videos for social media to promote activities and engage incoming Erasmus students.Participated in international ESN Network meetings and conferences across Europe.

SKILLS	SOFT SKILLS	LANGUAGES
Html, Css, Sass, Bootstrap	Problem-solving	English [B2/C1]
Javascript, React, Node.js	Adaptability	German [B1]
Git, Gulp, Docker	Taking initiative	Spanish [Native]
Figma, Wordpress, SEO	Attention to detail	Portuguese [C1]
Agile methodologies	Communication	