

Daniel Gea Palenzuela

Frontend Developer · UX/UI Designer · Creative Coder

dngeap@gmail.com | +34 644173869 | [LinkedIn](#) | [Website Portfolio](#)



Education

- 09-2022
07-2024 [Master's Degree] **Interaction Design · University of Porto, Portugal**
 - **UX/UI:** Expertise in UX research, UI design, and user testing, creating websites and mobile apps for hospitals and disability associations.
 - **Frontend:** Developed practical projects and a personal website using HTML, CSS, and JavaScript.
 - **VR:** Designed and implemented a VR environment to test navigation tools for blind individuals in master's thesis research.
 - **Interactive Installations:** Prototyped interactive art installations using computer vision, Arduino, TouchDesigner, and creative coding tools.
- 03-2020
03-2022 [Professional Training] **Photography and Video Editing · 35mm Online School**
 - Theory and foundation of cinematic direction and hands-on experience with video production and photo editing, using Photoshop, Premiere, After Effects, and DaVinci Resolve.
- 09-2018
06-2022 [Bachelor's degree] **Information Science · University of Granada, Spain**
 - Studies in web information, protocols, information architecture, metadata, and information retrieval.

Projects and Publications

- 2022
ongoing [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.
- 2024
2025 [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

- 09-2024
(2 days) [Volunteering] **Staff · UXcon'24 Vienna | Vienna, Austria**
 - Attended talks and engaged with attendees throughout the event. Responsible for distributing welcome packs and event merchandise at one stand.
- 10-2023
(1 week) [EU-Project] **"Open Minds": Creative Innovation Lab · MTF Labs | Umea, Sweden**
 - 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.
- 09-2021
05-2023 [Volunteering] **Content Creator for Social Media · ESN | Salamanca, Spain**
 - 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.

Technical Skills

Html, Css, Sass, Bootstrap
JavaScript, React, Node.js
Git, Gulp, Docker
Responsive design, Accessibility

Figma, Wordpress, SEO
Agile Methodologies
Adobe (Ps, Ai, Pr, Ae)
Processing, Touchdesigner, Pd

Soft Skills

Problem-Solving
Adaptability
Taking initiative
Attention to detail

Languages

English [B2]
German [B1]
Spanish [Native]
Portuguese [C1]