LinkedIn

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Education

**09-2022
07-2024**

[Master's Degree] **Human Computer Interaction · University of Porto, Portugal**

- **UX/UI designs:** Understandings of the process of UX research, UI design and user testing. Design of websites and mobile applications for real clients (local Hospitals and Associations for people with disabilities).

- **Front-end development:** Developed practical projects and a personal website using HTML, CSS, JavaScript, and React. (URL available in the personal data section above.)

- **Game Development and VR experiences:** Development of an original game idea in Unity for university project. Desgin and development of a VR simulated environment to test navigation tools for blind individuals as part of my master's thesis research.

- **Interactive installations development:** Design and prototype of various interactive art installations using computer vision systems, arduino, Touchdesigner and other creative coding tools and libraries.

**03-2020
03-2022**

[Professional Training] **Photography and Video Editing · 35mm Online School**

- Direction of photography and photo editing techniques using Photoshop and Affinity Studio.

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

**09-2018
06-2022**

[Bachellor's degree] **Information Science · University of Granada, Spain**

- Studies in information architecture, metadata and taxonomy, enabling effective organization and navigation within digital and physical items.

- Principles of design thinking to create user-centered solutions, informed by a deep understanding of information retrieval systems and their impact on the user experience.

Experience

**09-2024
(2 days)**

[Volunteering] *Staff · **UXcon'24 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** | Sweeden***

- 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.

**02-2022
06-2022**

[Internship] ***Content Curator at University's TV archive · **TV USAL** | Spain***

- Classified and organized video content and recordings within the archive.

- Conducted research on upcoming projects and videos, providing insights and reports to support my colleagues in the content development tasks.

**09-2021
05-2023**

[Volunteering] ***Content Creator for Social Media · **ESN** | 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.

Hard Skills

Html	Node.js	Wordpress
Css	Gulp	SEO
Sass	Dockers	Creative Coding
Bootstrap	Python	Figma
Javascript	C#	Ps, Ai, Pr, Ae
React	Git	Agile Methods

Soft Skills

Team work
Methodical work
Adaptability
Taking initiative
Problem-Solving
Intercultural competence

Languages

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