



Daniel Gea

Frontend Developer &
UI/UX Designer

- Vienna, Austria
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- [LinkedIn](#)

Skills

- Html / Css / Javascript
- React / Typescript
- Sass / Bootstrap / Tailwind / Gulp
- Wordpress / PHP
- Git / Python / C# / Unity
- Figma / Accessibility Design
- Ps/ Ai / Pr / Ae / Id / Davinci

Languages

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

Soft Skills

- Problem-solving
- Adaptability
- Taking initiative
- Attention to detail
- Communication

I come from an interdisciplinary background with a specialisation in interactive multimedia. I have always been drawn to the combination of creativity and technical expertise, from concept and design to storytelling and development. Having attended accessibility courses, I've learnt about its importance in today's digital world. Originally from Granada, Spain, I seek international opportunities to kick-start my career.

EDUCATION

Master's in Interactive Multimedia | University of Porto 2022 - 2024

Focused on User Experience (UX) Design and Human-Computer Interaction (HCI), I collaborated on practical, research-driven projects using agile methodologies to deliver innovative solutions. Explored cutting-edge domains like generative art, sound design, and virtual reality (VR), integrating diverse perspectives. Overall, I built a strong foundation in user-centered design, prototyping, and usability testing.

Photography and Video Editing | 35 MM School 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.

Bachelor's in Information Science | University of Granada

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

PROJECTS AND PUBLICATIONS

Portfolio web 2020 – present

Designed in Figma and built using Html, Sass, Javascript, Bootstrap and PHP. The code is managed using Git. I showcase projects in UX, Web development, creative coding, sound design, and VR.

Research Paper | SoniHED Conference 2025 | Stockholm, Sweden 2024 – 2025

Developed a sonification method using auditory cues to encode semantic and spatial properties of objects to navigation for blind and visually impaired individuals and tested in a Virtual Reality environment. Presented at an international conference, contributing to accessible design and human-computer interaction.

Open Minds: Creative Innovation Lab | MTF Labs | Umea, Sweden Oct 2023

Collaborated on an EU-funded accessibility project, prototyping solutions in teams of 6 using a physical computing toolkit and a design thinking methodology. Designed an application in Figma and a physical prototype during a 5-day sprint.

Project Lab UP | University of Porto Feb 2023 – May 2023

Collaborated with three master's programs at the University of Porto on a project for a local hospital treating Type 1 diabetes patients. Worked as part of a 12-person team, specifically in the UX/UI design team. Helped design the interface, conduct market and patient research, and define the MVP. Other teams members included project managers and informatics students.

EXPERIENCE

Staff [Volunteering] | UXcon Vienna Sep 2024

Gained insights into cutting-edge UX trends and best practices and networked with industry professionals. Assisted with setting up the event and providing information to attendees.

Graphic Designer [Volunteering] | Erasmus Student Network 2021 -2023

Designed graphics and edited videos to promote activities and provide information over 6 months, built the local archive for 2021-22, and represented my section at 2 major conferences.