

# Daniel Gea Palenzuela

Frontend Developer · UX/UI Designer · Creative Coder

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## 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  
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]