



# Daniel Gea

Frontend Developer &  
UI/UX Designer

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## Skills

- Html / Css / Javascript
- React / Typescript
- Sass / Bootstrap / Tailwind / Gulp
- Wordpress / PHP
- Git / Python / C# / Unity
- Figma / Accessibility Design
- P5.js / 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'm Daniel, a master's graduate in HCI, specializing in Frontend and UX/UI, with a degree in Information Sciences focused on web information, architecture, retrieval, and research. I am currently seeking junior or internship opportunities to kick-start my professional growth.

## EDUCATION

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

Specialized in frontend development and UX design within HCI, focusing on research-driven, agile projects. Additionally, experienced in user-centered design, prototyping, generative art, sound design, VR, and interactive multimedia.

### Photography and Video Editing | 35 MM School 2020 - 2022

Theory and foundation visual composition and hands-on experience with video and photo editing, using Photoshop, Premiere, After Effects, and DaVinci Resolve.

### Bachelor's in Information Science | University of Granada 2018 - 2022

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, CSS, JavaScript, Bootstrap. The code is managed using Git and Github. I showcase projects in Web development, UX and Creative coding.

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

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 research field.

### 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 3 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.