



Education

- 09-2022
07-2024 ○ [Master's Degree] **Interaction design and HCI - University of Porto**
 - **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. Design 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 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 ○ [Bachelor's degree] **Information Science - University of Granada**
 - 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 Vienna**
 - Managed the "Goodie Station", distributing welcome packs and event merchandise. Engaged with 400+ participants and facilitated entertainment during coffee breaks to enhance their experience.
- 10-2023
(1 week) ○ [EU-Project] **"Open Minds": Creative Innovation Lab - MTF Labs**
 - 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**
 - 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**
 - 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

- Figma
- Html, Css, Js, Sass, Bootstrap, Gulp, React, Node.js, Python, C#, Git, Wordpress, SEO
- Adobe Suit (Ps, Ai, Pr, Ae...)
- Agile Methodologies

Soft Skills

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

Languages

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