UX/UI Concept Art: Erick Polanco

Design various interface components .

Strategize and customize career growth as an Actions Icons
UX/UI Designer

prototypes, flow charts, wireframes, and UI .

Conceptualization and Ideation: Collaborate with designers and creative teams to understand project objectives and conceptualize visual representations that align with the client's vision and brand identity. Brainstorm and propose innovative design ideas that enhance the overall appeal and impact of print materials.

Pre-Press Preparation: Prepare and optimize artwork for print production, ensuring that all design elements meet technical specifications, color profiles, and print requirements. Convert and adjust file formats, resolutions, and color modes as necessary to ensure seamless print reproduction.

Skills:
- HTML
- CSS
- React
- Graph
- Plastic Artist.
- blender 3D .
- Inkscape
- Illustrator
- 3D Modeling / Animation.
- 2D Illustration.
- Modeling SVG vector Graphic
- UX/U
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https://erickpolancoh.github.io/SKULL/