

Eugenia Bertoni, UX/UI Designer & Front-end Developer

"I'm focused on creating meaningful experiences through design."

Algrano, UI/UX Designer & Front-end Developer

Aug. 2020 - Today | Zurich, Switzerland

Lead users research and identify problems through customer feedback. Design the user flows, wireframes, and mockups for new features. Collaborate with engineers to code and implement the front-end.

TakeFortyTwo, UI/UX Designer & Front-end Developer

Aug. 2019 - Apr. 2020 | Madrid, Spain

Worked in multiple projects like Young Voices, Urban Strides, W-Systems, etc. Led and developed the front-end code and its integration with Craft CMS as backend.

Market Realist, UI/UX Designer & Front-end Developer

Mar. 2017 - Dec. 2018 | New York, USA

Researched and identified problems through stakeholder talks and customer feedback. Designed the user flows diagrams, wireframes, and mockups for new features. Collaborated with engineers to code the front-end. Designed presentations and print materials for the marketing and sales team. Created the new brand style guides.

ITX, UI/UX Expert Developer

May 2016 - May 2017 | New York, USA

Led and developed the UI front-end coding of one of our client's projects. Collaborated with management and development teams to prioritise requirements, resolve conflicts, develop content criteria and choose solutions.

Santex SA, UI/UX Designer & Front-end Developer

Apr. 2015 - Sep. 2016 | Buenos Aires, ARG

Worked on multiple clients projects like Bethesda games, Mercadoshop, Kalevala, Gifly Bike, Whitney, FCB Universitas, among others. Several projects involved working with stakeholders, creating a new information architecture schema and content strategy, and designing sketches, flow diagrams, wireframes, and mockups. Collaborated with engineers to code the front-end.

Whitney, UI/UX Designer & Front-end Developer

Mar. 2012 - Sep. 2014 | Córdoba, ARG

Designed a multiuser e-learning and e-commerce interface platform for universities worldwide. Collaborated with developers to code the front-end and ensured that it was easily customizable and compatible cross-browser. Resolved conflicts, developed content criteria and chose solutions.

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eugebertoni.github.io/portfolio

21st Century Business University

Sep. 2008 - Dec.2012 | Córdoba, ARG

Lic., Visual Design

Languages

Native Spanish

Fluent English

Skills

Visual Design

Web Design

Mobile Design

Wireframing

Responsive Design

User Research

PSD to HTML

Cross-browser Compatibility

Time Management

Complex Problem Solving

Judgement and Decision Making

Entrepreneurial

Creative

Organized and Committed

Fast Learner

Team player

Love to Work with Remote Teams

Tools

Adobe XD | Photoshop | Illustrator

Mockflow | Figma

Zeplin | Invision

HTML | HAML

CSS | Sass | Less

Twig

Jquery

Bootstrap | Material Framework

Git

Jira | Trello | Basecamp

Agile | Scrum Methodology

Shape Up Methodology

GitHub | GitLab | Bitbucket

Gulp

Node.js

Craft CMS

React.js

(*) I have worked with many different prototyping tools and frameworks – to avoid a full laundry list above, I've kept it to just my favorites. If you use a different prototyping tool that works well in your established workflow, I would be happy to learn it.