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

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

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 it's 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 project. Collaborated with management and
development teams to prioritise requirements, resolve
conflicts, develop content criteria and choose solutions.

Cloud 21, UI/UX Designer & Front-end Developer
Sep. 2014 - Dec. 2016 | Córdoba, ARG
Collaborated with another UI designer on themes
customization for universities worldwide.
Developed the front-end code and ensured that it was
valid, was properly structured, was easily customizable and
compatible cross-browser.

Santex SA, UI/UX Designer & Front-end Developer
Apr. 2015 - Sep. 2016 | Buenos Aires, ARG
Worked in 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 and launched a multiuser e-learning and
e-commerce interface platform. Collaborated with
developers to code the front-end. Resolved conflicts,
developed content criteria and chose solutions.

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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
Zeplin | Invision
HTML | HTML5
CSS | CSS3
Sass | Less
Twig
Jquery
Bootstrap | Material Framework
Git
Jira | Trello
Agile | Scrum Methodology
GitHub | GitLab | Bitbucket
Gulp
Node.js
Craft CMS
(*) 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.