Irene López García
UX/UI Designer

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I have a passion for human-centred design which has taken me to start a new career in UX/UI Design. I spent 11 years in the UK working in different architectural offices where I gained great problem-solving skills that I can now apply to the digital world. Proactive and optimistic, I love simplifying the complex and solving challenging problems through critical thinking and a lot of empathy.

Languages

English
Native or bilingual proficiency

Spanish
Native or bilingual proficiency

Skills

UX Reseach
Wireframing and prototyping
Usability testing
Information architecture
Design thinking methodology
Agile framework
Journey mapping
UI design

Tools

Figma
Adobe Creative Suite
Miro
InVision

Architecture: BIM, Autocad, Vectorworks, SketchUp

Professional experience

2018-2022
Senior Architect
Delvendahl Martin Architects, London
- Responsible for running a large office scheme from beginning to completion and a large housing regeneration scheme in East London with a particular focus on community engagement.
- Tasks: managing a team of 4-5 junior members, coordination with other consultants and contractors, presentations with clients and the preparation of design and construction packages.

2013-2018
Project Architect
Alexander Martin Architects, London
- Responsible for running small to medium scale projects with a special emphasis on interior design.
- Tasks: managing a team of 1-2 junior members, producing packages of information, dealing with clients and consultants and conducting self-lead meetings.

2010-2013
Architectural Assistant
Charles Barclay Architects, London
- Assisting on a range of private domestic projects, including the RIBA Regional Award winning new build house 'Walk Barn Farm'.
- Tasks: Preparing presentations, cad drawing, photomontages and physical models.

Projects

TBC PRO
Nov 2021
Lorem ipsum dolor sit amet, consectetur adipiscing elit. Arcu magna nulla consectetur id.
- Created, refined, and designed a digital product in less than two weeks from start to finish (research, UX/UI design, test, iteration, and interactive prototyping).

MISUS
Jan 2022
A mobile app to organize and control subscriptions.
- Created, refined, and designed a digital product in less than two weeks from start to finish (research, UX/UI design, test, iteration, and interactive prototyping).

Education

Bootcamp UX/UI
Ironhack, 2022

Masters degree in Architecture
Escuela Técnica Superior de Arquitectura de Madrid (ETSAM)
2003-2010