

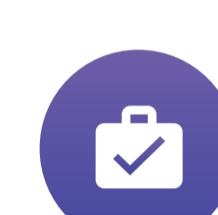


LAURA LARROSA ASCANIO

UX/UI Designer + Industrial Designer

I am a **UX/UI designer** with **5 years** of background as an **industrial and graphic designer**. I am good at **solving problems** using different points of view and taking into consideration every little **detail**. I spent the last 2 months designing **websites and applications**.

I also know the **basics of Front-End Development** constraints and I am able to fill the gap between designers and developers in a team, with solutions based on **Atomic Design** and tools like **Design Systems**.



WORK EXPERIENCE

● Industrial Design Engineer

August 2019 - October 2020

Modutec Canarias, Arinaga - Spain

- Working in collaboration with the manager and customers to translate the customer idea into visual design and manufactured products.
- Understanding and supporting the company vision and values and helping translate them into the design work.
- Developing the visual design with 3D renderings and understandable blueprints to be able to present the idea to customers.
- Ensuring consistency and precision throughout the design processes.
- Being attentive to detail and care for design execution, from concept through manufacture.
- Working collaboratively with the team from the initial concept to delivery.

Visual Design | 3D Rendering | Furniture design | Engineering | CNC milling machine | Woodwork | Autocad | SolidWorks | Sketchup

● Lead Designer

February 2016 - October 2016 & July 2017 - August 2019

Luminosos Display, Maspalomas - Spain

- Taking ownership and managing projects from a design perspective.
- Working in collaboration with the team and customer to develop ideas from concept to final visual design, manufacture and delivery.
- Managing multiple design projects at the same time and prioritizing in a fast-paced environment.
- Presenting the ideas to stakeholders.
- Identifying new design opportunities to create new products and improve the user's experience.
- Follow up with clients until final design and all revisions are approved.
- Manage and keep track of implementation plans and Design deadlines.

Graphic design | Editorial design | Printing process | Product design and innovation | Web design | Branding design | Illustrator | Photoshop | InDesign | Premier | Solidworks

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Github laura-larrosa.github.io

Behance behance.net/LauraLarrosa

Medium larrosadesigns.medium.com/

Professional Skills

Visual Design Design Thinking

Prototyping Agile & Scrum

UX Research User Centered Design

Info. Architecture Html & Css3

Wireframing Usability Testing

Micro-Interactions 3D modeling

Soft Skills

Problem-solver Empathy

Detail-oriented Self-demanding

Team player Adaptability

Tools

Figma Invision

Sketch Zeplin

Adobe Suit 3D programs

Languages

Spanish Mother tongue

English Advance (C1)

Norwegian Elementary (A2)



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Behance behance.net/LauraLarrosa
Medium larrosadesigns.medium.com/

Professional Skills

Visual Design	Design Thinking
Prototyping	Agile & Scrum
UX Research	User Centered Design
Info. Architecture	Html & Css3
Wireframing	Usability Testing
Micro-Interactions	3D modeling

Soft Skills

Problem-solver	Empathy
Detail-oriented	Self-demanding
Team player	Adaptability

Tools

Figma	Invision
Sketch	Zeplin
Adobe Suit	3D programs

Languages

Spanish	Mother tongue
English	Advance (C1)
Norwegian	Elementary (A2)

Industrial Design Engineer

February 2015 - May 2015

- IMA S.L., Ingenio-Spain (Internship)
- Understand the manufacturing process and apply it to new projects.
 - Understand the values of the company to design a new magazine showcasing the business products.

Industrial Design | Manufacturing | Graphic Design | Autocad | Solidworks | Illustrator | Photoshop

Graphic Designer

July 2013 - January 2014

Display Cash and Carry, Maspalomas-Spain

- Create compelling designs that showcase the customer's idea.
- Take an idea from the sketch phase to the final design concept.
- Work in close collaboration with the different teams
- Shape new brand identities and brand guidelines
- Preparing and approval of press-ready files and proofs.
- Traffic coordination of materials needed to be manufacture.
- Creating, maintaining, and strictly adhering to schedules.
- Archiving digital file assets correctly once the title has been printed.

Graphic design | Editorial design | Printing process | Branding design | Illustrator | Photoshop | InDesign | Coreldraw

INTERNATIONAL WORK EXPERIENCE

Volunteer developing activities

October 2016 - July 2017

Bremanger Komunne, Svelgen-Norway

- Developing workshops and activities with the youngsters of the community. (Dancing, cooking, design ...)
- Designing posters for the different activities we were developing in the area, to attract our users.
- Transformation of the new Youth club. Understand the young users to make
- Interior design renovation appealing and funny with graffitis and restoration furniture.
- Understand the needs of the refugees and develop activities where we could connect people from the village with the refugees. Our main activity was international coffee. We had a meeting point in a coffee shop in the area every week.
- Create a new brand for the main refugees activity, the "International Kaffe" Help elderly people with the new technologies with several workshops.

EDUCATION

UX/UI Design Bootcamp

October 2020 - December 2020

Ironhack Madrid

Became a UX Designer from scratch

May 2020 - June 2020

Interaction Design Foundation (IDF)

Industrial Design and Product Development Engineer

September 2011 - January 2016

University of Las Palmas de Gran Canaria (ULPGC)
8,18 Final Average Mark