Laura Reyes - UX Engineer

I am a UX Engineer who designs digital products. I have special interest in innovation and tech with a focus on prototypes and ideation. Furthermore, my greatest strength lies is the ability to create efficient processes between designers and developers thanks to my frontend skills.

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KEY SKILLS

- Figma
- Illustrator
- Photoshop
- After Effects
- Protopie

- HTML
- CSS, SASS
- JavaScript
- React JS
- Android with Jetpack Compose

- Google Analytics
- Trello
- Confluence
- Teams
- Slack

Spanish (Native), English (B2)

HIGHLIGHTS

- I have more than 10.000 downloads in Figma Community and write articles in Medium
- I have created and optimized a design system from scratch in a StartUp
- I have worked designing products throughout the entire life cycle, from UX to development
- I have developed an interactive experience for Movistar Home that increased the recurrence of use of the device exponentially

EDUCATION

- Frontend Development - Trazos (Jun 2022 - Dec 2022)
- Frontend Development - Trazos (Sep 2019 - Ago 2020)
- Degree in Industrial Design and Product Development - UPM (2014 - 2019)

EXPERIENCE

Telefónica - UX Engineer (Oct 2023 - Mar 2024)

I was part of ideation, design, and development sessions for prototypes in the Discovery area with a focus on Artificial Intelligence, voice features, and accessibility as an intern.

- I have designed and developed an interactive experience for Movistar Home using ReactJS that has increased the recurrence of use of the device exponentially
- I have designed a functionality for calls in Android
- I have designed and coded a text to speech prototype for ELA patients
- I have explored resources such as Material Design and Jetpack Compose for Android.

Telefónica - UX Designer (Abr 2023 - Oct 2023)

I was part of the People Area Digitalization Team as an intern.

- I improved an employee support platform (+3000 employees) doing interviews and testing prototypes
- I leaded initiatives to enhance designers-developers communication starting to use the Mística Design System and a migration from PHP to React.

Planout (StartUp) - UX/UI and Design System (Dec 2020 - Ago 2022)

I was part of a team of 7 engineers and I worked hand in hand with the CEO in all the functions from UX to UI with a special focus in prototypes for a large scale native app, similar to Instagram.

I also created and leaded the maintenance of the design system.

Pool CP - Graphic Design Intern (Sep 2020 - Dec 2022)

I designed graphic material for different brands such as Coca Cola or Mahou.

Universidad Politécnica de Madrid - Product Design Intern (May 2018 - Ago 2018)

Taking part of an innovation project to redesign some spaces of the Universidad Politécnica de Madrid taking into account students and teachers feedback.

INTERESTS

I have studied music and played different instruments throughout all my life. I recorded my first album as a drummer in 2022, and I am currently part of different bands.