

# Laura Reyes

## UX UI Designer | Frontend Developer

### Personal Info

Contact: [info@lauritisreyes.com](mailto:info@lauritisreyes.com)  
Portfolio: <https://lauritisreyes.com>

### Tools

UX UI: Figma | Sketch | Protopie  
Graphic Design: Illustrator |  
Photoshop | Indesign | After  
Effects  
Organization: Trello | Slack

### Languages

Spanish ( Native )  
English ( B2 - Brighton ) Currently  
Preparing for Cambridge Advance

### Others

Music Studies since 2009: CARM  
Madrid, Zone Music and  
Madreams.  
Designer and drummer in Sulcus  
band [www.wearesulcus.com](http://www.wearesulcus.com)

### Experience

- **UX UI Designer**, Planout Startup ( Dec 2020 - Aug 2022 )

I worked in a StartUp in the design of a large scale native app, similar to WhatsApp or Instagram. Team size: 7 people.

- UX: sketches, user stories, benchmarking, documentation and low fidelity wireframes
- UI: prototypes and high fidelity wireframes
- Algorithms and logic
- Creation and maintenance of the Design System (IOS/Android)

- **Graphic Designer**, Pool CP ( Sep 2020 - Dec 2020 )

I was responsible of some design material for brands as Coca Cola and Mahou.

- Printed Material: posters and advertising canvases
- Web Material: banners, motion clips, animated instagram posts

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

Taking part of an innovation project to redesign some spaces of the Universidad Politécnica de Madrid.

### Education

- **Front End Development**, Escuela Trazos\* ( Jun 2022 - Dec 2022 )

Including HTML,CSS, SCSS, JavaScript, jQuery, Angular and ReactJS (300 hours)

*\*Available for an Internship Agreement*

- **Graphic Design**, Escuela Trazos ( Sep 2019 - Ago 2020 )

Including UX UI, 2D animation and Adobe Design Tools ( 600 hours)

- **Degree in Industrial Design Engineering and Product Development**, Universidad Politécnica de Madrid ( 2014 - 2019 )

Honors in Physics I, Artistic Drawing, Basic Design and Statistics.