

María Alejandra Pérez

UI / UX Designer with background in Engineering

UI / UX Designer with a passion for user-centric solutions and workflow optimization.

By efficiently researching and communicating with stakeholders and customers I design useful, honest, and accessible processes and products that understand the customer's struggles and motivations as well as the business needs.

Contact information

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📍 Barcelona, Spain

in @mariapbdesign

🌐 mariaalejandraperez.com

Skills

Technologies & Tools:

Figma | Sketch | Adobe
XD | Invision | HTML5 |
CSS | Jira | Git | Zeplin |
Miro | Notion | Maze

Soft skills:

Problem solving |
Adaptability | Time
management | Empathy |
Listening

Hard skills:

Prototyping | Design
thinking | UX Research |
UI Design | Interaction
Design

Languages

Spanish: Native

English: Proficient

German: Beginner

Catalan: Beginner

Recent Work Experience

03/2021 – present **UI Designer**

Unblur (Barcelona, Spain)

SaaS provider for front line Emergency services to help them make better, faster data-driven decisions.

- Responsible for the creation of HiFi mockups of new functionalities and enhance already existing ones for all the product platforms (Desktop, tablet, and mobile).
- Maintenance and updating design system (creation and documentation of components).
- Prototyping and design of micro-interactions.
- Document Design Guidelines and processes.
- Performing user acceptance tests.
- Understanding of usability and accessibility in the special context of the company.
- Handover of designs to devs as well as working close with them to guarantee that the visual components look perfectly in code.

10/2020 – 02/2021 **UX/UI Designer (Freelance project)**

FixFirst (Berlin, Germany) [Remote]

SaaS provider for service partners and technicians of home appliances

- Responsible for the creation of HiFi mockups of new functionalities and enhance already existing ones for all the product platforms (Desktop, tablet, and mobile).
- Maintenance and updating design system (creation and documentation of atomic components).
- Prototyping and design of micro-interactions.
- Document Design Guidelines and processes.
- Performing user acceptance tests.
- Understanding of usability and accessibility in the special context of the company.
- Handover of designs to devs as well as working close with them to guarantee that the visual components look perfectly in code.

Education

12/2019 – 06/2020 **UX/UI Designer**

Ironhack (Barcelona, Spain)

09/2014 – 02/2017 **Master's degree in Telecommunications Engineering**

Universitat Politècnica de Catalunya (Barcelona, Spain)

09/2007 – 12/2012 **Electronic Engineer**

Universidad Simón Bolívar (Caracas, Venezuela)