

ONA SOLANI

UX/UI & Digital Graphic Designer

EXPERIENCE

GAME SOLUTION AG CONSULTANCY

UI & Digital Graphic Designer (Barcelona) 2020

I work as an external professional, supporting the marketing department and my responsibility is the visual part and usability of the projects.

Digital Graphic & UX/UI Design Intern (Shanghai, China) 2018

Layout and redistribution of information. Lead graphic designer through Game Solution AG for Michael Kors and Cartier in Shanghai, China. UX/UI on/off design. IxD design. Design of templates, Keynote presentations, notebooks, games tokens, and cards for the Workshops. AAFF preparation. Making visual content, video editing and shooting. Consultant in Art Direction. Visual Designer for other smaller projects of the company, such as sales of technological products.

Junior UX/UI Designer (Barcelona) 2017

Design and conceptualization of games for mobile devices on entrepreneurship. Design Thinking (Double Diamond) in Agile methodology. Phased idealization and creation of the game's story and discourse through AR. Making sketches, architectures, wireframes, flows, heat maps, A/B tests, and betas tests. Making visual content with motion graphics, IxD design. Communication and advertising design, video and photography editing. This project was presented in an international open contest for the company GAME SOLUTION AG, which participated in the Entrepreneur of the Year Contest 2017 by Ernst & Young.

MEMONDO NETWORK

Junior Digital Graphic & UX/UI Designer (Barcelona) 2019 – 2020

Lead Digital Designer. UX/UI design for web and mobile. Prototyping and interaction design. Design of communication, branding, logos, banners, gifs, videos and landing pages. Community and design manager, content creation for Instagram Stories, filters and games with AR.

AI SHEJI

Graphic & Product Designer 360° 2015 – 2020

Working closely with clients on small branding, logo, motion graphics, photography, and illustration projects both print and digital.

SKILLS

My **work focuses** on designing digital products and systems for B2B and B2C companies in different methodologies. Design Thinking (Doble Diamond), Agile, Scrum, and Design Sprint.

UX and UI design, with focus on prototyping and usability, information architecture (IA), wireframes, heat maps, UI animations and visual design.

Research part. Usability Testing (A/B & betas test), Benchmark study, Journey mapping and identifying opportunities with POW HOW NOW WOW, PoV, MoSCoW, and HMW methods.

As a **UX writer**, I seek to improve the user experience and degree of interaction with the product. It must be a concentrated language, a lot of meaning in a few words and serve both the company and the user.

With a **background in off/on graphic design**, I have notions with visual hierarchy, typography, and colors. With sharp-eyed for details & experience with AAFF.

Some front-end responsive web development with HTML5, CSS3.

CONTACT

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PORTFOLIO

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EDUCATION

GOOGLE ACTIVATE & UNIVERSITY OF ALICANTE

Web Development: HTML & CSS
May 2020

GOOGLE ACTIVATE & COMPLUTENSE UNIVERSITY OF MADRID

Mobile App Development
May 2020

GOOGLE

Google Analytics
May 2020

NEOLAND

Web Development: HTML & CSS
May 2020

Ideation techniques to solve UX design problems
Apr 2020

Design App, Prototyping, Testing Ideas & Design Sprint
Mar 2020

DOMESTIKA

Web Development: HTML5 & CSS3
May 2020

EINA, UNIVERSITY OF DESIGN AND ART OF BARCELONA

Typography & Digital Photography/Retouching
2019
University Degree in Digital Graphic & Product Design
Sep 2015 – Jul 2019

LANGUAGES

Native in Catalan and Spanish
Fluent in English
Chinese (hsk3/b1)
Korean (a1)

TOOLS

Design: Sketch, Figma, Invision, Illustrator, InDesign, Lightroom, Photoshop, After Effects, Premiere, Adobe XD, Principle, Glyphs.

Development: HTML5, CSS3.

Others: Spark AR, Keynote, Google Analytics, PPT.

RECOGNITION & ACHIEVEMENTS

I've submitted to the Laus Awards Contest with TmbCard App, in the Student category (2020)

UX/UI Designer for Game Solution AG in the Entrepreneur of The Year Contest by EY (2017)

Finalist in Mercatec Contest of Technology and Design by UPC of Barcelona (2013)