






# Pablo Cantón


UX/UI Designer



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## - Experience

### Philips

Feb 2020 - Aug 2020, Amsterdam.

Internship designing a tool to track the team mood, and generate a visual interface to interact with the outcome. Some of the tools I used: ReactNative, Framer X and Invision.

### Slush

Dec 2019, Helsinki.

Volunteer assisting to the organization and helping the guests during the event.

### Everis

Sep 2170 - Aug 2018, Madrid.

Internship developing and designing a web app application for the client, **Grupo IFA**, and migrating all data to a new database. Some of the tools I used: Oracle, SQL, JavaScript, CSS and HTML.

## - Achievements

### Hackathon Ucode By Adidas

Mar 2018.

1st place collaboration with Adidas.

### Hackathon Game of Cloud

Nov 2017.

1st place collaboration with IBM & Capgemini.

### Hackathon FS Code - Weekend

May 2017.

2nd place collaboration with IBM & Capgemini.

## - Skills

### Hard Skills

Invision / FlowMap / Miro / Figma / Framer X / Balsamiq / WebFlow / Adobe Illustrator / JavaScript / HTML / CSS / React / npm / Material UI / Android Studio / React Native / Python / C / Java / R / Oracle SQL / SQL / Firebase / Bash / Matlab.

### Soft Skills

Creativity / User-centered Design / Attention to detail / Critical Thinking / User Experience / Problem solving / Adaptability / Teamwork

## - Education

### EIT Digital Master's

Sep 2018 - Aug 2020.

University of Twente - Intelligent Systems

Aalto University - HCI & Design

### Computer Engineering

Sep 2013 - Jun 2018.

Polytechnic University of Madrid

## - Languages

Spanish - NS 100%



English - C1 85%



## My Interests



## Projects collaborations 2019-20

VINCIT

REDESTEIN

Trimble

eliaç

posti

Tekla Structures