

Susana Taranco



UI/UX definition & development. **Front end** designer, Pro **Agile Project Management** (scrum, kanban) and **teamwork**.

Sketch - Principle | HTML5 - CSS4 - JS - React | Git & npm

Career

UXer

Electronic Arts (Videogames)

Design & definition of a software interface used by Electronic Arts Localization Team.

JavaScript (React framework), CSS (with SASS preprocessor using CSS components philosophy), JSX with Babel.

Frontend developer

SolcomSL (Advertising)

Interface and user experience design and development on websites, landing pages, newsletters and apps for companies such as Pullmantur, Securitas Direct and Hyundai among others. Print advertising design (brochures, magazines, cards, covers).

HTML, CSS, JavaScript with JQuery for web development. Sketch & Prototype for wireframing. Adobe Flash for banner creation. Adobe Photoshop and Illustrator for offline design.

UXer

Telefónica (Telecommunications)

Development of an Spanish for non-native speakers course for TLS e-learning

Adaptation from Flash to new HTML5 + CSS version.

Art direction

JWT Delvico (Advertising)

Graphic and online media (banners, landing pages , newsletters) design for campaigns of brands like Corona , La Once or Compeed..

Adobe suite for design, and some HTML and CSS

Training

Uxer School - Summer 2017 - **User experience immersive**

Advanced JavaScript - Summer 2016 - **Redradix**

Web development - March 2013 - August 2015 - **CEI**

Audiovisual Communication - September 2006 - September 2011 -

Universidad Complutense de Madrid

Further details

- I have lived in **Birmingham (UK)** for a year. Have the **Advanced** title.
- During the last year I have studied **italian**, acquiring a basic level of speaking and writing.
- Full driving license and willingness to travel for the job.