

Digital Product Designer with 10 years of experience helping to launch and reimagine businesses for today's digital world

— EXPERIENCE

Digital Product Designer at Season Advertising

Dec 2013 - Current position – Barcelona, Spain

I am present in the whole process of developing a project, from definition to execution. I help identify, investigate and validate the problem, and ultimately craft, design, test and ship the solution. The deliverables are made with the most modern and efficient tools adapted to the usage needs. I do flow diagrams, sitemaps, content trees, wireframes, hi-fi models. interactive prototypes, documentation of specifications...

UI Developer at Meddia, Cultura i Comunicació

Apr 2009 - Dec 2013 – Barcelona, Spain

Creation of design systems, UI design and multi-device web layouts for large-scale sites for public institutions and universities. Always working closely with the developers and UX team to make the best solution for each case. I also developed small e-commerces and digital marketing campaigns.

UI Developer at THD Coated

Apr 2008 - Nov 2008 – Barcelona, Spain

My role consisted in designing corporate websites, landing pages, advertising campaigns, newsletters and photo retouching for famous brands and SMEs. I was also in charge of web layout with xHTML/PHP, CSS and jQuery or Flash and ActionScript.

Multidisciplinary services as a freelance

Dec 2007 - Jul 2015 – Barcelona, Spain

During all these years I have carried out works for agencies, collaborators or separate clients, working on specific collaborations or whole projects of design, frontend development and motion graphics.

— EDUCATION

FX ANIMATION Barcelona 3D & Film School

Master in VFX – 2015 - 2017

I learned how to develop visual effects projects in environments that require high performance work, such as films or high-end commercials. These projects were developed with compositing and 3D tools such as: Premiere Pro, After Effects, Nuke, Maya, Lightwave, Houdini, Substance Painter and scripting with Python and VEX. The final goal was to create a personal demo reel with all the concepts applied.

Bau, Design College of Barcelona

Degree in Design and Visual Communications – 2004 - 2008

The foundations for the growth of a graphic designer as a visual communicator. Some topics included: fundamentals of design, art & color theory, typography, lettering, writing methods for ads, editorial design, packaging, corporate identity, iconography, illustration, web design, HTML&CSS coding, motion graphics...

— CONTACT

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Based in Barcelona, Spain

— REFERENCES

References available upon request.

— LANGUAGES

- Spanish (native)
- Catalan (native)
- English (intermediate)

— SKILLS AND PERSONAL CAPABILITIES

- Human centered design
- Pixel perfect
- Sensitivity for typography
- Programming foundations
- Critical thinking
- Teamwork
- Software agnostic
- Agile framework methodology
- Self Management
- Maths for computer graphics
- Animation principles

— FURTHER TRAINING

- Python: Getting Started by Bo Milanovich
- Command line & Git course by CodeAcademy
- Layouts for Content Heavy Websites and Apps by Claudio Guglieri
- Animation and MoGraph by Sebastian Baptista
- Art direction with Cinema 4D by TAVO
- Rigging in Maya by Victor Vinyals
- Intro to RealFlow by Pau Viladot
- Intro to Blender by Daniel Martinez Lara
- Organic modeling in zBrush by Alex Huguet
- Animation and production in 3D Max studio
- VJ edition with Resolume and After Effects
- Advanced UI dev. with HTML, CSS and JS