



Senior Visual Designer

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INFO

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EDUCATION

2017 – 2018
Post-Graduate in Development Expert for Augmented and Virtual Reality. U-tad (Madrid)

2004 – 2008
Graduate in Graphic Design
Graduate School of Design (Zaragoza)

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ABOUT ME

I'm a graphic designer and illustrator, resident of Zaragoza (Spain).

Multidisciplinary designer, I like to try all sorts of techniques and cover the maximum of expertise and possible approaches for each type of work.

In my day to day as a designer, I always like to give another turn to everything I do, it's great to find a creative solution to the problems that come up.

Over 10 years as a professional and improving day after day.

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WORK EXPERIENCE

2008 - Present day
Graphic designer in the marketing department of Instrumentación y Componentes (INYCOM).

- Corporate identity management.
- Web and app design for ICT Business Unit.
- Brochures and corporate promotions design.
- Design and organization of corporate events.

2009 – 2012
Creative Director and Cofounder in TEKANE creative media studio.

- 3D infographics.
- 3D rendering and composition.
- Motion Graphics.
- Web design.
- Graphic design & illustration.

2006 – 2007
Level texture design with Photoshop in 3D FACTORY (3D infographics company).

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CASE STUDIES

Groopsi | Prototyping, UI/UX, corporate identity and character design for responsive web application (Freelance).

ESSENTIAL TABLET "Orange", APP | UI/UX (Inycom).

Alertapolen, APP | UI/UX (Inycom).

Inycom web | Prototyping, UI/UX (Inycom).

Hazard Advisors Group | Corporate identity (Freelance).

BEM site | Corporate identity and UI/UX for web application (TEKANE creative media studio).

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SKILLS

Illustrator, photoshop, indesign and pencil. I like to work with graphic tablet but I always prefer to start with pencil and paper.

Unity, ARCore, ARKit and Vuforia for the development of AR, VR and MR

Digital sculpting and 3D characters with Maya and Zbrush. Postproduction and Motiongraphics with AfterEffects.

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ADDITIONAL EDUCATION

Responsive Web Design:
(25 hours) taught in Advanced Technologies Center by José Antonio Elías in 2015.

iOS mobile APP's:
(50 hours) taught in Advanced Technologies Center by Oscar Monzón in 2015.

Design for Mobile Devices:
(8 hours) taught in ITAINNOVA by Esther Serrano in June 2013.

3D Video Games Design:
(400 hours) taught in WASD school by Raul Dolcet 2012-2013.

Video postproduction with After Effects CS3
(36 hours) taught in Ibercaja Zentrum by Cristobal Vila in June 2009.

Advanced Techniques in 3D illustration, modeling, UVs, textures, lights and postproduction: (20 hours) taught in Ibercaja Zentrum by Cristobal Vila in March 2009.

Advertising Production:
(50 hours) taught by Jose Luis Lopez (Catxo) in Advanced Technologies Center in December 2007.

Virtual Set Design:
(25 hours) taught by Alberto Gámez in Advanced Technologies Center in November 2007.

Natural Landscapes 3D and computer graphics:
(36 hours) taught in Ibercaja Zentrum by Carmelo López September 2006.

Graphic Design:
(300 hours) taught in Random Academy September 2002.