



ALEX NAVARRO

UX/UI & Motion Designer

Madrid

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ABOUT ME

My background as a Motion designer in various studios and big companies (Airbus, Electronic Arts), provided me with a great sense of problem-solving, attention to detail and visual development, always focusing on how to translate great ideas into powerful visuals and projects.

I deeply believe that understanding the users and business needs, while keeping in mind the environmental and technical constraints, are key to create ever-lasting designs and engaging products.

Cinema and design lover, passionate about Video Games and Technology in general.

EDUCATION

2020 | 60 hours

UX/UI Design

UXER School | Madrid

2016 | 40 hours

Introduction to Video Game Development

Pulse College | Dublin

2011 | 20 hours

Augmented Reality App Development

UNIA | Seville

2008 - 2013

Bachelor's Degree in Visual Communication

University of Seville

SKILLS

Adobe

After Effects ●●●●●

Premiere ●●●●○

Photoshop ●●●○○

Illustrator ●●●●○

3D

Cinema 4D ●●●●○

Unity ●●○○○

Office

Office ●●●○○

Google Drive ●●●●○

Slack ●●●●○

UX/UI

Figma ●●●●○

Sketch ●●●○○

Invision ●●●○○

Miro ●●●●○

Coding

Python ●●○○○

CSS ●○○○○

Agile

Notion ●●●●●

Jira ●●●●○

Trello ●●●●●

Asana ●●●○○

LANGUAGES



EXPERIENCE

Freelance UX/UI Designer

09/2019 – Present | Madrid

- Development of Mockups and Interactive Prototypes with Figma.
- Creation of Visual Designs and UI Kits.
- Design of Low and High Fidelity Wireframes.
- UX Research: Benchmarks, Personas, Customer Journey, User flows and User Testing.

Motion Graphic Designer / Electronic Arts

10/2017 – Present | Madrid

- Responsible for producing and localising video content for all media channels (Cinema, TV, RRSS, etc.) in each territory around the globe.
- In charge of the all video deliveries to project managers and departments for the projects I was accountable for.
- Developer of new scripts and workflows, speeding up the overall production and review process across various teams within the company.

Motion Graphic Designer / Make Percieve

07/2016 – 10/2017 | Dublin

- Producing engaging advertising spots for TV, Social media and Web for brands like McDonalds, Nivea and Intermon Oxfam.
- In charge of concept and storyboard development.
- Liaising with agencies & clients in order to obtain the relevant files for production.

Motion Graphic Designer / Airbus

03/2016 – 07/2016 | Dublin

- Developing e-learning courses for managers, clients and pilots through motion graphics videos and animations.
- Prototyping of a VR video with interactive possibilities.
- Developing videos and graphic content for worldwide products presentations and marketing purposes.

SOFT SKILLS

Iteration

Collaboration

User Research

Attention to detail

Interaction design

Communication

UI Design

Ownership

Ideation

Prototyping

Team player