



Sandra García

UX DESIGNER

Portfolio: en.sandga.com/portfolio

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Skills

Web and mobile UX design expert in all phases: investigation, definition, prototyping and evaluation.

Experience with a multidisciplinary creative projects has allowed me to develop curiosity, planning, proactivity and teamwork.

With a lot of motivation, continuous learning and curiosity. I always contribute with creative and innovative ideas.

Mastery of Sketch, Figma, Adobe Creative Suite, After Effects and Finalcut. Also knowledge of HTML/CSS, JavaScript, JQuery and Bootstrap. C1 level of English and French.

Education

- Official Master's Degree in Interaction Design and User experience UX / UI, UOC
Set. 2018 - January 2021

- Research: interviews, surveys, workshops, ...
- Definition: personas, user journeys, lean UX canvas, ...
- Prototype: Diagrams, Flows, and Interactive Prototypes
- Usability evaluation: User tests, tests A/B and Google Analytics

- Graduate in Audiovisual Communication specialization in interactive communication, UPF
Set. 2008 - Sep 2012

- MH in Art, interaction and media and History of cinema
- Storyboarding, script and audiovisual editing
- Final project: interactive installation. Mark: 9/10

Experience

Web design, audiovisual and photography freelancer
Oct. 2008 - 2020

- Web design: Wordpress, Squarespace, Wix ...
- Audiovisual production and web creation
- Scripts, storyboards, photo and video editing

Film production
Araki films / El Refugio
Dec. 2015 - Dec 2019

- Complete coordination of international projects
- Research and procedures for public grants
- Content writing
- Graphic design

Acknowledgments

- Selected in the [Interactive Pitch](#) - DocsBarcelona Festival
- [Baumannlab](#) Scholarship and [Eart](#) Residence
- Selected at the [Mobile Art Lab](#) - Hangar Foundation
- Selected at the [E3film Competition](#) at Elia Arts School, The Netherlands