David Martínez Gordillo

Interactive Media Designer
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I'm an Interactive Media Designer with interest in the fields of user experience design, interactive experiences design and research; with knowledge in UX design, design-oriented programming, interface and interactions design.

I have abilities for analytic thinking, solutions sctructuring, goal orientation and high responsibility. I can comprehend a situation from its bottom, split it and be capable of knowing all the related implications; I obtain by my own means the necessary information to build up knowledge concerning the situation. I set targets to my own beyond the initial objectives and I propose to study the necessary to achieve them.

Work experience

Interactive Designer at Squareball Studios *(august 2018 - currently working)*

Generalist for the whole products' experience design process, including: requirement understanding, project structure, information architecture, interaction flow, wireframing, prototyping, high-fidelity design and UI animation.

Contact: Andrew Sosa, Creative Director. Phone: (+1) (469) 348 4824.

Design & Communications intern at CIAT *(march 2018 - august 2018)*

Conceptualization and production of written, graphic and audiovisual messages for Human Resources Management area.

Contact: Adriana Cardona, Human Resources Analyst. Phone: (+57) 316 431 1538.

Programming Teaching Assistant at Icesi University *(august 2015 - december 2017)*

Support in conceptualization, problem solving processes and development for students projects attending design-oriented programming classes.

Contact: Jose Andrés Moncada, Professor. Phone: (+57-2) 555 23 34, ext. 8389.

Head of the design team at Hoy es Diseño *(january 2017 - may 2017)*

Design direction for creation of the graphic concept and communication elements for the event "Hoy es Diseño" in its 23rd version.

Contact: Vanessa Gómez, General Manager. Phone: (+57) 317 852 5533

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Skills

Design skills

- User experience design (design research, interface design), prototyping, creative coding.

Languages

- Spanish (Native), English (Advanced).
- Java, HTML, CSS, JavaScript, C#.

Software

- Figma, Principle, ProtoPie, Adobe Xd, Illustrator, Photoshop, After Effects, Premier Pro; 3DS Max.
- Processing, Unity 3D, Git.

Hardware

- Arduino, Leap Motion, Kinect

Others and Hobbies

- Maths, Origami, Photography, Coding Challenges

Academic experience

Major in Interactive Media Design, from 2013 to 2018.

Academic awards

- Entrepreneurial Competition 2016-2 - Innovation and Best Management Award to "Monuks" project (2016).
- Pixel Media Awards - Best Business Plan award to "Monuks" project (2016).
- Excellence Scholarship, 10 semesters.
- Magna Cum Laude degree

Research and/or Publications

- Degree Project "Intervention in the experience of pediatric patients hospitalization through interactive tools" (2017).

High school

- Colegio Freinet - Academic bilingual high school (2013).

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