Pablo Sánchez

UI UX Designer

- Linkedin
- Email
- WhatsApp
- Portfolio

About

"I graduated as a graphic designer 18 years ago, and since then I have worked on many projects and tasks. My primary focus is on delivering an exceptional user experience while ensuring that every element looks stunning.

I'm passionate about creating wireframes, developing prototypes, and refining UI designs to enhance the user-friendliness of products. I enjoy collaborating with teams and converting complex concepts into designs that are easy to use and highly effective."
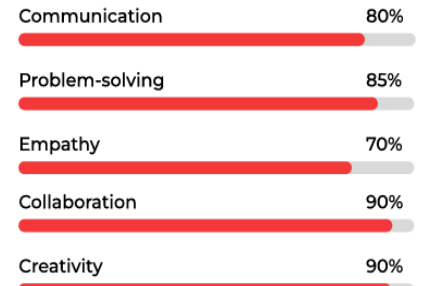
Languages

Language	Proficiency
Spanish	100%
English	80%

Hard Skills

Skill	Level
Photoshop	100%
Illustrator	90%
Figma	75%
Visual Studio	80%
WordPress	90%

Soft Skills

Skill	Level
Communication	80%
Problem-solving	85%
Empathy	70%
Collaboration	90%
Creativity	90%

Experience

Costa Rica Software Services

Feb 2023 – Jan 2024 (Contractor- Remote)

In my capacity, I was actively involved in product design with a focus on creating sophisticated WordPress websites and developing intuitive UX/UI for Minolta technicians mobile application. also in design and branding tasks for clients and company products. My contributions extended to shaping and defining distinctive brand identities.

Tools

Figma - Adobe suite - WordPress - Visual Studio Code

Full Stack Labs

Dec 2022 – Jan 2023 (Contractor- Remote)

I refined my skills in web design, focusing particularly on UI/UX projects that enhance user interaction. My responsibilities included creating software mockups and prototypes, utilizing user research insights to inform and polish design decisions. I worked extensively with Figma, using internal company tools for project tracking based on time and progress.

Tools

Figma - Adobe suite

GBS Data Corporation

Dec 2019 – Jan 2022 (Contractor- Remote)

I sharpened my web design skills, focusing on UI/UX initiatives to enhance the user experience. My role included developing software mockups and prototypes, shaping and improving design decisions. I worked on projects for Betcris and Plannatech, subsidiaries of our company, creating marketing campaigns for online betting.

Tools

Adobe suite - WordPress - Visual Studio Code

engagex Engagex

March 2016 – May 2018 (Contractor- Remote)

I was tasked with designing software mockups and prototypes, informed by user research to refine design choices. My extensive use of Figma, coupled with our internal tools, allowed for efficient tracking of project timelines and advancements. Additionally, I developed a customer service software concept to support agents in selling our company's services.

Tools

Adobe suite - Invision - Adobe XD

SMASH Media™ Smash Media

October 2014 – Jan 2016 (In-house Employee)

At Smash Media, a marketing agency catering to clients in the USA, my role was to design emails for A/B testing, targeting policy companies. My responsibilities encompassed the creation of software mockups and prototypes, leveraging insights from user research to enhance and refine design decisions.

Tools

Adobe suite - HTML5 - CSS3

✕ infoware. Infoware

October 2012 – Jan 2014 (In-house Employee)

My expertise lies in website design and the creation of compelling online marketing materials. I thrive on teamwork to drive project success. With a background in developing campaign mailers and strategic planning documents, I possess a diverse range of skills that enrich digital interactions.

Tools

Adobe suite - HTML5 - CSS3

Education

Universidad de las Ciencias y el Arte
Bachelor in Graphic Design
(01/1998- 12/ 2003)

Universidad Nacional (ICAT)
Web Design- Adobe Software Upgrade
 (3/2005)

Instituto Tecnológico de Costa Rica Business Management Technician
(02/2018- 12/ 2019)

Interaction Design Foundation
UX Design Upgrade
(05/2021- 12/2022

UDemy
UX UI Upgrade
(2022/2023)

Pluralsight:
UX Accessibility and WCAG 2.0
(2/2023)