



Antonio Gallardo

UX/UI Designer

3D Generalist

Industrial Tec. Engineer

Avda. José Ortega y Gasset

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Education

Objetives:

Improve my Full Stack Wev Development skills

Today

The Web Developer Bootcamp
Javascript, HTML, CSS, Javascript, JQuery,
Express + MongoDB, NodeJS and AngularJS
In progress - Udemy (On Line)

UserTesting.com Partened Course
Conducting On-line tests

2018

Human Computer Interaction Design Specialization(UX/UI)
Started on July 2017 - To be finihed in March 2018
- Final HCI Specialization Project In progress
- Designing, Runing and Analyzing
Usability Experiments Completed
- UX: Investigation and Prototyping Completed
- Information Design Completed
- Input and interaction Completed
- Social Computing Completed
- Design Principles Completed
- Human Centered Design Completed
www.coursera.org(On-line)

2017

Artistic Anatomy: Draw like the old masters
www.uartsy.com (On-line)

2016

HTML5+CSS+Javascript Webapps development
(Including Firefox OS) www.miriadax.net (On-line)

2015

The Architecture Academy Photorealistic Architectural
Enviroment using Blender
www.blenderguru.com (On-line)

Matte Painting Techniques with Carles Marsals
www.carlesmarsals.com (On-line)

2014

Character Creation for production using Zbrush
www.uartsy.com (On-line)

3D Concepting for production using Zbrush and Photoshop
www.uartsy.com (On-line)

2013

The Nature Academy - 3D Modeling/Texturing and
Rendering Realistic Nature Enviroments
www.blenderguru.com (On-line)

2011

Moving to ISO 9001:2008 Standard Course
Lehmberg

2009

Master in Occupational Risk Prevention
Cerem Business School

2005

ISO 9001:2000 Quality Management System
Drafting procedures, implementation and maintenance
Forman/Ingenia

2000

Industrial Technical Engineer
Universidad de Málaga

Experience

Objetives:

Becoming a professional UX/UI designer and/or
Front end Web Developer.

Budgets Engineer

STC Vereda System Sotecontrol

- New jobs data collecting, budgeting and designing
and drawing blueprints of selected solutions.

Freelance Industrial CAD Draftsman/3D graphics Design

Freelance

- 2D Puzzle Game development (In progress)
- Web Design using Wordpress and Prestashop CMS
www.tayser2020.com
www.repman.es
- 3D modeling for 3D printing cosplay, cartoon characters...
- 3D CAD design for piping and industrial machinery
- 3D modeling for product design and advertising
- Vector ilustration for Microstock (www.freepik.com)
- 3D infographics for Architecture
- 3D animation shortfilm Politic Fighter (Personal work)
- Logo Designs
- 3D Modeling and CAD private lessons

Production, Risk prevention and Quality Manager for Industrial Facilities Maintenance.

Repman, S.L.

- Responsible for the maintenance of the quality management system according to iso 9001

- Responsible for Occupational Risk Prevention (Special Risk's Jobs Procedures drafting and risks evaluations)

- New jobs data collecting, budgeting and designing and drawing blueprints of selected solutions.

- Measuring, Designing and drawing 3d/2D drawing of industrial pipping and mechanic systems.

- Boilermaking developments drawings

Project Engineer Intern.

Aquagest Sur - AGBAR group

Core Qualifications

UI Wireframing	
UX Mockups Creation	
UI/UX Euristic Evaluation	
UI/UX Experiments Design	
UX Storyboarding	
3D Poly Modeling	
Digital Sculpting	
UV Mapping/Texturing	
PBR Rendering	
Rigging	
3D Animation	
2D/3D CAD	
Digital/Matte Painting	
Vector Illustration	
Web design/Programming	
3D Printing	

Software Skills

Zbrush	
Blender	
Maya/3DSMax	
Substance Painter	
Photoshop	
Illustrator	
Indesign	
Clickteam Fusion 2.5	
Sublime Text	
Dreamweaver	
Autodesk Fusion 360	
Autocad	
Solidworks/Draftsight	
Cura	
Octane Render/Cycles	
Microsoft Excel/Word	

About Me

I'm a passionate about computer graphics. I have been learning and trying different areas of computer graphics and graphic design.

Now I decided to focus my carrer on UX and UI design.

From my previous Job Experience as Industrial Engineer I think I have developed the following skills:

- Self motivated with attitude focused on problem solving
- I'm good at accepting criticism and learning from advice from co-workers
- Responsible and proficient working under pressure with thight deadlines

I'm very interested on developing a carrera as UX/UI designer. Although I still don't have web develop experience in a company enviroment yet, I have learned a lot about HTML5, CSS3 and Javascript and a little about PHP, JQuery and MySQL. I'm very interested on learning more on webapps and dynamic web development.

Actually I'm developing a mobile puzzle game for Android/iOS using Clickteam Fusion 2.5 engine that allow me to program on a visual interface. I discovered UI/UX design because of this personal project.

Languages

Spanish (Native)

English

Equivalent level B2 (I'm used to study and effectively communicate in English with my peers and teachers)

Additional Information

You can watch some of my Computer Graphics works:

<https://www.domestika.org/es/meaningoflines/portfolio>

Some samples of wireframes and studies I did during UX/UI Specialization Course:

https://drive.google.com/drive/folders/1D15_vVOOkPXcEyUoOZfAKJXyHk9Tt4mx?usp=sharing3

This is an article about the Final Capstone Project I recently came out with after the Interation Design specializa-tion. (I'm still working on the visual part of the interface for including in my next portfolio as UX/UI Designer)

<https://medium.com/@meaningoflines/partwill-a-coursera-interaction-design-capstone-proj-ect-e0fb812b4bb5>