



## EXPERIENCE



### Edgeverve - Infosys Dublin

Responsible for providing insight to business and user problems through Design Thinking best practices. Maintaining the strategic link between stake holders, product owners, scrum masters and developers, providing user interface solutions in cooperation with those parties and Architecture and Application Development. Manage and communicate ideas and collaborate with other members of the cross team, in order to produce compelling first-class user experiences.



### Business Objects - SAP Dublin

Delivery of prototypes for partners and customers. Define, design & develop proof of concepts to demonstrate new functionality, translate ambiguous ideas into compelling features and participate in all phases of development, including: prototyping, designing, coding, testing and roll-out. Prepare patent applications to describe and protect key innovations. Express new ideas and present them, Communicate proactively, precisely & accurately, supporting other team members, and interact with colleagues in an international environment



### Test Environment Center - SAP Galway

Development of the front-end and back-end and patching of a Test Environment Centre for SAP Business One support team.



### UPV Valencia in collaboration with Motorola

.Net Development of a Drive-Test Management Web Tool, for the upload and analysis of data produced by phone tests.



### Dualtel SL

Website Design and Development for different customers, including the creation and modification of existing templates with Adobe Flash and PHP technologies.

## EDUCATION



### Master's in Fine Arts

Specialization in Art Production and Technology at Universidad Politécnica de Valencia



### Bachelor's in Computer Science

Specialization in Systems and Multimedia at Universidad Politécnica de Valencia

## PERSONAL VENTURES

### Adventify

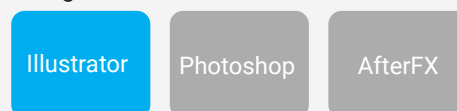
Adventify Studios is a sole trader company conceived in 2015, after my first mobile app, Meetnrun, obtained First Prize at a Developer Event at Google. After that came Sokos, a game developed for Android, iOS and Desktop. Currently working among different fields including App and Game Development, and Board Game Design.

## SKILLS

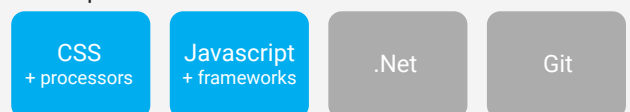
### UX



### Design



### Development



## LANGUAGES

**Spanish** Native  
**English** Fluent  
**French** Novice