Graphic, Web & Interactive Designer



PERSONAL STATEMENT

I am a Graphic Designer with more than 20 years of experience.

I studied Computing and Information Systems at Greenwich University and Multimedia Creation in France. I have a passion for Design, Animation & Interactivity and 10 years of experience in senior positions.

I am used to working with clients, developers, product executives and marketing teams to reach the best outcome. I always try to innovate and optimize the products to create the best possible experience for the users.

I really enjoy teamwork and I truly believe in its importance. My biggest achievement to date is probably to have created and managed a very happy and efficient creative team for over 5 years. We successfully launched completely new gambling brands and their sites and platforms for desktop and mobile. We created lots of cutting-edge games and we fully developed the 2nd chance and Skill sections for the California and Oregon lotteries. I also enjoy mentoring and learning from young colleagues.

I am a hard worker and am eager to keep learning. I am fluent in Spanish, English and French. I hope that you will consider my skills and experience to be of value and look forward to hearing from you.



WORK EXPERIENCE

Senior Graphic Designer.

August 2018 to November 2023

Mansion Group, Gibraltar.

Design of marketing campaigns, interfaces and animations for Casino.com, MansionBet, MansionCasino and SlotsHeaven

Head of Design (Bingo B2C).

March 2017 to June 2018.

Playtech. Gibraltar.

Team management. UX design and design of marketing campaigns, games, interfaces, and a lot more for a long list of clients like **Sun Bingo**, Mirror Bingo, Winner, Caliente.mx, etc.

Interactive Designer / Animator (Founder).

September 2014 to February 2017.

YAY Interactive. Gibraltar.

Game design, UI design, marketing material, illustrations and animations for clients like Odobo, Mecca, William Hill, PartyCasino.

Head of Design.

January 2011 to June 2014.

NEKTAN. Gibraltar.

Management of the Design Team, including coordination with remote teams. Art direction, Game design, UX & UI design, storyboarding and general artwork.

Lead Designer / Product Designer.

January 2009 to January 2011.

GTECH G2. Gibraltar.

Product Design for US and european lotteries Creation of skill games and promotion & maintenance of the skill platform.

Freelance Graphic Designer.

April 2007 to November 2007

Sportingbet, Blancdechine. UK & France.

Interactive Designer.

April 2005 to January 2007.

PartyGaming Plc. London.

Design and development of websites, micro sites, banners, internet applications and offline advertisements.

Graphic Designer.

March 2004 to March 2005.

Indra. Madrid.

Design and development of didactic material for the management and reparation of military vehicles.

Interactive Designer.

February 2003 to February 2004.

Xtragames. Madrid.

Game Design. Design & development of websites and interactive CDs.

Web Designer.

September 2000 to September 2002.

Ambar Comunicación Multimedia. Madrid.

Web design, graphic design, Flash design & development, project management, JavaScript and HTML writer.



EDUCATION

Professional license "Multimedia Creation".

University of La Rochelle, France, 2008.

Media Training Certificate:

Adanced Adobe Ilustrator & 3D Max. 2007.

HND Computing & Information Systems.

University of Greenwich, UK. 2000.

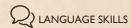
London Open College Network Certificate:

Programming, DDBB, Data graphical representation. 2000



DESIGN SKILLS

Adobe Photoshop Adobe Illustrator 0000000 Adobe Animate Adobe After Effects Figma 0000000 Corel Draw Canva HTML & CSS Wordpress Bootstrap 00000000 Midjourney Al 0000000 • • • • • • • • • Axure / Balsamiq 0000000 3ds Max / Swift 3D 0000000 Adobe XD





SPANISH Native language



ENGLISH Advanced level



Advanced level





Building Excellence Award. Internal Award. 2010 GTECH G2.



Newcomer of the year. Internal Award. 2009. GTECH G2.