



# VERÓNICA MARIELA STANISLAVSKY

UX/UI DESIGNER - MULTIMEDIA DESIGN

## PERSONAL PROFILE

I am passionate about designing, making models and prototypes. Designing is for me finding solutions that improve a person's quality of life, either through a product or a service. I consider myself a detail-oriented and creative person. I enjoy every stage of the design process, from researching, empathizing with users and proposing ideas. I'm very curious. I like to learn new tools that help me in my work.

## CONTACT INFORMATION

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Date of Birth: 12/18/1983  
Address: Villa Urquiza -CABA  
Nationality: Argentina  
Marital status: Single

## FEATURES SKILLS

- Conflict resolution
- Excellent communication skills
- Design and layout
- Detail-oriented and creative
- Proactive
- Teamwork
- Leadership

## TOOLS

- Photoshop - Advanced Level
- Illustrator - Advanced Level
- Premier - Intermediate Level
- HTML/CSS/BOSTRAP/JS - Intermediate Level
- Agile Methodologies - Intermediate Level
- Figma - Advanced Level
- SQL/MYSQL - Intermediate Level

## LANGUAGES

ENGLISH : B1

## EDUCATION

### ISEC

TECH. MULTIMEDIA DESIGN  
09-2015

## MY TRAININGS

### CODERHOUSE

UX/UI DESIGN  
04-2022

### EDUCACIÓN IT

INTRODUCTION TO UX  
09-2017

## WORK EXPERIENCE

### UX/UI DESIGNER

SEMILLERO LATAM - FREELANCE  
05-2023 A 10-2023

Within the Semillero Latam project, as a member of a multidisciplinary team, I contributed to the UX/UI design of an application for a non-profit organization called METABICITUCUMAN, making its website for greater dissemination using Agile and Trello methodologies for project management.

### UX/UI DESIGNER

NO COUNTRY - FREELANCE  
01-2023 A 04-2023

Within the NO COUNTRY project I was in charge of the UX/UI design of a webapp for an English institute and a barber shop

### UX/UI DESIGNER

CODERHOUSE - FREELANCE  
06-2022 A 08-2022

Within the real CoderHouse project, as a member of a multidisciplinary team, I contributed to the UX/UI design of an application for a client that sells clothing Agile methodologies for project management. Throughout the sprints, I focused on doing the UX/UI design using figma, canva, adobe suite.

### UX/UI DESIGNER

CO-UX - FREELANCE  
07-2022 A 12-2022

Within the CO-UX project, I coordinate the team in the desk and user research stages, using agile methodologies for the delivery of sprints in a timely manner.

### WEB DESIGN

08-2017 A 08-2019| INTI

In INTI's development area, I worked as a web developer as part of a team where we worked with the systems requested by other areas of the company.