



Carla Cava

UX/UI Designer

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ABOUT ME

I am a UX / UI designer with a background in industrial and graphic design. I am a problem solver with a user-centric design mindset & enthusiastic about creating design experiences.

I am passionate about facing new challenges and committed to exceed goals the best of my ability. I am an energetic, motivated and reliable team member with exceptional time-management skills and an ability to manage multiple tasks.

EDUCATION

UX/UI Design

Ironhack School
Barcelona 2020

User Experience

General Assembly
Melbourne 2019

Degree in Product Design

ELISAVA Superior School of Design
University Pompeu Fabra
Barcelona 2007 - 2011

BA in Technical Engineering in Industrial Design

ELISAVA Superior School of Design
University Pompeu Fabra
Barcelona 2006 - 2009

LANGUAGES

English	Spanish	Catalan
Bilingual	Native	Native
Proficiency	Speaker	Speaker

RELEVANT EXPERIENCE

UX/UI Designer at The Mission Futury

Frankfurt, 2020 / www.futury.eu

Working alongside corporate partners (Nestlé, Deutsche Bank, Schaeffler, and many others) aiming to develop a solution for working in a sustainable and future-oriented way. My role as a product manager includes user research, ideation, prototyping and the development of the UI.

Graphic and Interior Designer at TRG The Retail Group

Melbourne, 2015-2019 / www.trg-aus.com

I worked in numerous projects in the retail industry. As part of the design team I created the first concepts and develop the ideas to bring them to reality together with our clients and suppliers. Working as a multidisciplinary designer, involved in interior design, marketing, website, graphic design and photography.

- Major tasks: Conceptualization, Graphic Design, 3D Modelling, Rendering, Interior Design, Photography, Marketing work/social media.

Co-founder and Designer at Den Studio

Melbourne, 2012-2015

Working as a freelance designer with other young designers in numerous projects and different fields such as product, graphic and packaging. Working from the initial concepts to the final steps of the development and Manufacturing Process Industrialization.

- Major tasks: Conceptualization, Graphic Design, product development, 3D Modelling, Rendering, Prototyping.

Product Designer at Antoni Arola Studio

Barcelona 2010 - 2011 / www.estudiarola.com

Working alongside the industrial design and product development departments of companies such as Custo Barcelona, Viavizzuno, Santa&Cole.

- Major tasks: Product, stands and Interior Design, 3D Modeling, Rendering and CAD drawings.

SKILL SET

Ideation	Ideation generation, Workshops
User Interface	Figma, Sketch, Invision
User Experience	Research, Wireframes, Prototypes
Interaction Design	Micro & Macro animation
Information Architec.	Site Maps, User Flows, Task Analysis
Visual Design	Identity, Presentations, Logos