

Ángel Corral Arias_Product Designer

I design and build

Product Designer. UX Engineer (Contractor) @ IBM RESEARCH

I have worked for IBM Research (IBM's R+D division) as a contractor in the Cloud Innovation Lab designing and helping to create products and prototypes been part of an international squad (USA+Spain+India).

Product Designer. UX Engineer @ ANCOAR

Over the years I worked for clients and brands in many markets:

GALP SOLAR – RTVE – MOVISTAR – HITACHI – DYSON – ADCONION MEDIA – PAPEL.COM – FICTIZIA
INFOGRAPHICS DPT. OF EL MUNDO, MARCA Y EXPANSIÓN – STRANESA – TWEET AWARDS – FREAK STUDIO
KERMÉS FILMS – ORONA – ARCOS – SMARTCLIP – LG – TRAZOS – MICRONET – BAQUÍA KNOWLEDGE
CENTER – QBICOM – PRIVATE OIL AND GAS UNION OF RIO NEGRO, NEUQUÉN AND LA PAMPA – NYSU FILMS
GETAFE CITY COUNCIL – ALMAGRO PHOTOGRAPHY – CAPARRÓS COMUNICACIÓN – ABBYSAL PICTURES
DOCSHARE.COM – HOMESERVE – JDOWNLOADER

Product Designer. UI Developer (Contractor) @ HUMAN FIRST

I worked for Human First as a Product Designer and UX Engineer contractor (freelance). I was involved in the design and development of the public new site for a Real State company and its custom CRM.

Senior UX/UI Designer (Contractor) @ COHETICA

I worked for Cohética as a freelance Sr Designer in some of their projects, mainly the corporate websites of Reparalia (now HomeServe), Barbadillo cellars and the "Transforma España" Foundation.

Games UI Design. 2D Games Development @ MICRONET

UI Design and UI Development (AS3) for various games oriented for 3 to 8 years old kids («TVE Los Lunnis» franchise) with full support for people with visual impairments (audio and visual aids).

I teach and share

Interactive Design & UX Engineering Instructor

For +15 years I compaginated my work with teaching digital design and UI delopment in top training centers in Spain like FICTIZIA, CICE or TRAZOS.

I also have trained Design and Frontend teams of advertising agencies like Ogilvy or BBDO Contrapunto, media companies like Unidad Editorial (Marca, El Mundo, Expasión, Telva) or Mediaset, or other big industry firm like INECO or AIRBUS.

Speaker

I have been invited or selected as speaker at congresses such as FrontFest, OpenExpo Europe or OSW to talk about UX, UI development, animation. microinteractions or semantic.

Author

Together with Martín Pereyra, I have written two technical guides published by Anaya Multimedia.

I know and do

Passion for critical analysis and problem-solving

- Design thinking and processes
- Product design and prototyping
- UI design
- Responsive design
- Design Systems creation and workflow
- Information Architecture design
- Strong eye for layout, typography, color, semiotics and animation.
- Accesibility in interfaces
- UX Writing

TOOLS Figma, Sketch, Photoshop, Miro, MindNode, Mural, Jira, Trello, Word

Efficient, semantic and scalable UI Development and UX Engineering

- HTML5 standards
- Expert knowledge of CSS
- JavaScript
- Coding and animation of microinteractions
- Web Performance Optimization
- Keen eye for details with high standards for code quality and efficiency
- Versions control with Git/GitHub
- Ability to work in Agile methodology

I am

- Team guy
- Rock guy
- Travels guy
- Strategy games guy
- Cat guy



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2005

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