

Rocío Campo

Junior UI/UX Designer

VIRTUAL RAVENS GAMES

UI/UX DESIGNER & ILLUSTRATOR

SEP 2019 - PRESENT

Responsible for designing interfaces for the games produced by Virtual Ravens, as well as collaborating with other designers on game design.

Designed all game visual assets and branded content for VRS and their games. Worked with Scrum and Kanban methodology to organize the tasks.

GAMMERA NEST

UI/UX DESIGNER INTERSHIP

JAN 2022 - MAY 2022

Responsible for redesigning all the interfaces of the VR video game 'The Secret Trail of Moon!'. Furthermore, responsible for balancing minigame rewards.

UI/UX DESIGNER & ILLUSTRATOR

JUN 2022 - AUG 2022

Additionally, the game's branded content for social networks will be created along with the redesign.

WARNER BROS THEME PARK

RESTAURATION STAFF

JUL 2021 - OCT 2021 // JUN 2022 - PRESENT

I stocked inventory, handled cash and credit card transactions, and provided exceptional customer service to all guests.

EDUCATION

GAME DEVELOPMENT AND DESIGN DEGREE

URJC 2018 - 2023

Class president during 2020 to 2023. I finished my final project degree with 10 with honorable mention

TOOLS

Adobe Illustrator
Figma
Unity
Adobe Photoshop & Procreate
Notion & Trello
Github
Autodesk 3Ds Max
Microsoft Office
HTML, CSS

SKILLS

Multitasking and Adaptability
Prototyping and Wireframing
Personas and User journeys
Methodologies Agiles
Communication skills
Attention to detail
Teamwork

LANGUAGE

Spanish

Mother tongue

English

B2

SHORT BIO

Designer passionate about understanding users' needs and finding **creative solutions** through interface design. Being able to come up with **fresh ideas** when solving a new problem is one of my strengths. I also empathize with both the client and the user in order to find the best solution for them.

My degree in Game Design and Development has enabled me to **adapt my solutions** to the development team's needs.