



## Antonio Miguel Frade Choya UX/UI Designer

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España / Ferrol

### Education

#### Teaching for Remote Learning

Vértice Formación

Nov. 2024 (60h)

#### UX/UI Design Bootcamp

NEOLAND

Sep. 2021 - Jul. 2022 (480h)

#### Digital Printing Certificadte ARG151\_2

IES Leixa

Sep. 2019 - Mar. 2020 (320h)

#### Adobe Certified Associate in Visual Communication usin Adobe Photoshop

CNTG

Jun. 2010

#### Multimedia Degree

Universitat Oberta de Catalunya

Enrolled now

#### Vocational Training in Compu- ter Science

IES Rodolfo Ucha

Sep. 1995 - Jun. 1997

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### Languages

Spanish - Native

English - B2

### Work Experience

#### UX/UI Design Teacher • Vértice Formación (2024-2025)

- Teacher in the Reskilling Andalucía program.

#### Freelance UX/UI Designer • Several companies (2023-now)

- UX/UI Design, Web Layout (HTML5, CSS3 and Javascript), Graphic Design. 3D Design and Animation.

#### UX/UI Designer • Soluciones Digitales del Noroeste (2020-2022)

- UX/UI Design, Web Layout (HTML5, CSS3 and Javascript), Graphic Design.

#### Graphic Designer • Imaxina Narón (2019)

- Professional internship for a signage and lettering company.

#### Frontend Developer • INDRA/Inditex (2018)

- Web layout (HTML5, CSS3, Javascript). Crossbrowser and multi-device testing.

#### Freelance UX/UI Designer • Several companies (2017-2018)

- UX/UI Design, Web Layout (HTML5, CSS3 and Javascript), Graphic Design.

#### Web Design Teacher • Ferrol City Council (2015-2016)

- Web design teacher at SMART Ferrol Employment Workshop (470h).

#### UX/UI Designer • Everis (2014-2015)

- UX/UI Design, Graphic Design, Branding, Wireframing, Web Layout (HTML5, CSS3 and Javascript), Video Edit.

#### Freelance UX/UI Designer • Several companies (2011-2014)

- UX/UI Design, Graphic Design, Branding, Wireframing, Web Layout (HTML5, CSS3 and Javascript), Accesibility & Usability consulting.

#### UX/UI Designer • Softtek/General Electric (2011)

- UX/UI Design, Graphic Design, Wireframing, Web Layout (xHTML, CSS and Javascript), Accesibility & Usability consulting.

#### Design Theory Teacher • FINDEGA (2009)

- Professor of Design Theory and Digital Image Retouching.

## Multimedia Designer • CIS D&T (1999-2009)

- UI Design, Graphic Design. Web Layout (xHTML, CSS and Javascript). Interactive DVD & CDROM
  - Multimedia design . 3D Design & animation (3DMax, Lightwave, VUE, Poser 3D and VRay).
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## UX Skills

- Knowledge of collaborative methodologies such as Design Thinking, Design Sprint or Lean.
  - Improvement and problem finding in interfaces through the use of heuristic evaluation.
  - Experience in collaborative tools like Figma Jam, Miro, Trello and Slack.
  - Quantitative research using techniques such as DAFO, Desk research, Benchmarking or Research questions.
  - Qualitative research using surveys with Google Forms.
  - Creation of deliverables such as User personas or User journeys.
  - Know-how creating wireframes using tools like Figma, Whimsical, and the like.
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## UI Skills

- Experience in digital product design with tools like Adobe XD and Figma.
  - Ability to create Style Guides and basic knowledge of building a Design System.
  - Crossbrowser and multidevice interface design using a mobile first or desktop first methodology.
  - Control of the design through the use of vertical rhythm and 8px grid for a pixel perfect approach.
  - Experience in composition, color and typography using User Centered Design Principles & Methods to achieve excellence in interface design.
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## Teaching Skills

- Experience in developing and editing training materials.
- Monitoring and tutoring the progress of student groups.
- Creating assessment tests and practical materials focused on specific topics.
- Gamification of content.
- Advanced use of e-learning platforms and digital educational tools.
- Integration of AI tools for personalized learning.
- Experience implementing active methodologies (PBL, flipped classroom, cooperative learning).

## Design Skills applied to Games

- Creation of functional and attractive visual elements that enhance the gaming experience.
- Development of clear, intuitive, and visually coherent icons for actions, resources, or effects.
- Editorial layout for rulebooks
- Design of rulesets that are visually hierarchical, legible, and visually coherent with the game's theme.
- Visual world design (graphic worldbuilding)
- Construction of visual identities that are consistent with the game's lore (maps, factions, symbols, etc.).
- Design of cards, boards, or characters that convey a story through their aesthetics.
- Professional Techniques and Tools:  
Advanced use of design software (Illustrator, InDesign, Photoshop, Figma, 3D Max, After Effects, etc).
- Design focused on visual clarity and accessibility.
- Expertise on the creation of material assets using 3D modelling/printing for real-world prototypes.