

Tools that I use in my daily work:

- The Adobe Creative Suite applications, mainly: Photoshop, Illustrator, InDesign, After Effects (a lot of experience), Premiere Pro.
- Axure RP9, InVision, Balsamiq, Figma, Zeplin, Adobe XD, Sketch.

Web technologies that I know:

- HTML, CSS (including preprocessors like SASS), JavaScript (ES6), Bootstrap framework (essential knowledge).

LinkedIn Learning Certificates

I. User Experience Design

1. Planning a Career in User Experience.
2. Getting Started in User Experience.
3. UX Foundations: Research.
4. UX Foundations: Interaction Design.
5. UX Foundations: Usability Testing.
6. UX Foundations: Prototyping.
7. UX Foundations: Multidevice Design.
8. UX Research Methods: Interviewing.
9. UX Research Methods: Card Sorting.
10. Interaction Design: Projects and Platforms.
11. Interaction Design: Structure.
12. Interaction Design for the Web.
13. Design Thinking: Understanding the Process.
14. UX Design for Developers.
15. UX Design: 1 Overview.
16. UX Design: 2 Analyzing User Data.

17. UX Design: 3 Creating Personas.
18. UX Design: 4 Ideation.
19. UX Design: 5 Creating Scenarios and Storyboards.
20. UX Design: 6 Paper Prototyping.
21. UX Design: 7 Implementation Planning.
22. Practical UX Weekly: Season One.
23. Adobe XD for Designers.
24. Designing and Prototyping a Website with Adobe XD.
25. Adobe XD Essential Training: Design.
26. Adobe XD Essential Training: Prototype and Share.
27. Axure RP for UX Design.
28. Sketch for UX Design (2016).
29. Sketch for UX Design.
30. Photoshop for UX Design.
31. Illustrator for UX Design.

II. Web technologies

1. Web Programming Foundations.
2. Introduction to CSS.
3. CSS Essential Training 1 (2017).
4. CSS Essential Training 2 (2017).
5. CSS Essential Training 3 (2017).
6. Sass Essential Training.
7. Advanced Responsive Layouts with CSS Flexbox.
8. JavaScript Essential Training.
9. Learning the JavaScript Language.
10. JavaScript: Functions.
11. JavaScript: Events.

12. JavaScript for Web Designers.
13. Building a Responsive Portfolio Site.
14. Responsive Images.
15. Workflow Tools for Web Developers.
16. Succeeding in Web Development: Full Stack and Front End.
17. Web Development Foundations: Full-Stack vs Front-End.
18. Learning SVG.

III. Programming

1. Programming Foundations: Fundamentals (2011).
2. Programming Foundations: Fundamentals.
3. Programming Foundations: Object-Oriented Design.
4. Java Essential Training: Syntax and Structure.
5. Learning Java.
6. Learning Java 8.

IV. Others

1. Agile Software Development.
2. Multinational Communication in the Workplace.
3. jQuery Essential Training.
4. Graphic Design Foundations: Layout and Composition.