Hello! I'm Aitana Picó.

Multidisciplinary graphic designer and illustrator specializing in branding, web design, and UI.

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pico.aitana@gmail.com

About me

I am a UX/UI designer with an interest in learning new programs and developing my skills. My main focus is creating attractive and effective branding and interfaces that enhance the user experience.

I am bilingual (English and Spanish), and I lived in Manchester, England for 18 years, which allows me to feel comfortable communicating with clients in both languages.



EDUCATION

Bachelor's Degree in Design and Creative Technologies

Universidad Politécnica de Valencia

[2019-2023]

[2023-2024]

[2021-2023]

[2020-2021]

EXPERIENCIA LABORAL

UX/UI Designer

Sherpas Wealth

I worked on a design team to develop a financial services platform. I collaborated with developers on the design of the public website and the advisor platform, improving the website's efficiency and accessibility for clients. Here, I enhanced my skills in data visualization, wireframing, user flows, and more.

Art Direction

Keep·It·Human Studios

I collaborated with the technical team to develop concept art for a sustainable video game. In August 2023, I represented the company at Gamescom, facilitating communication with clients in both English and Spanish.

Illustrator and Graphic designer

Freelance

I independently communicated with over 50 international clients, creating custom illustrations and graphic design projects.

SKILLS

Responsive design

Wireframing

Fast prototyping

Storytelling

Usability testing

User flows

Marketing (Digital & Social media)

Branding

Time management

TOOLS

Figma

Adobe Photoshop

Adobe Indesign

Adobe Illustrator

Adobe After Effects

Blender

Womp 3D

HTML/CSS básico

Portfolio







p.05

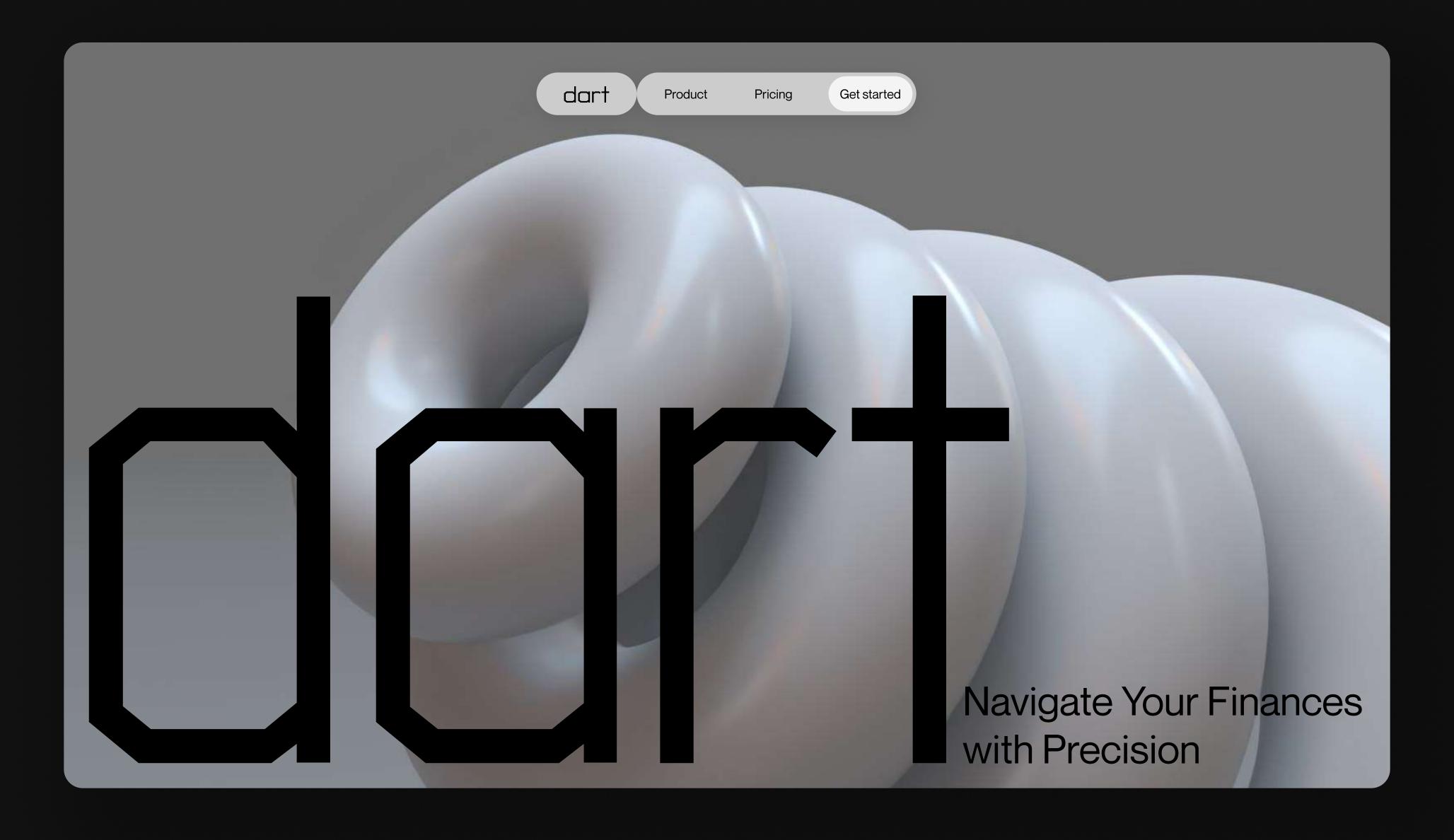
p.05 Dart: Banking application and landing page
 p.10 Room4U: Apartment search application

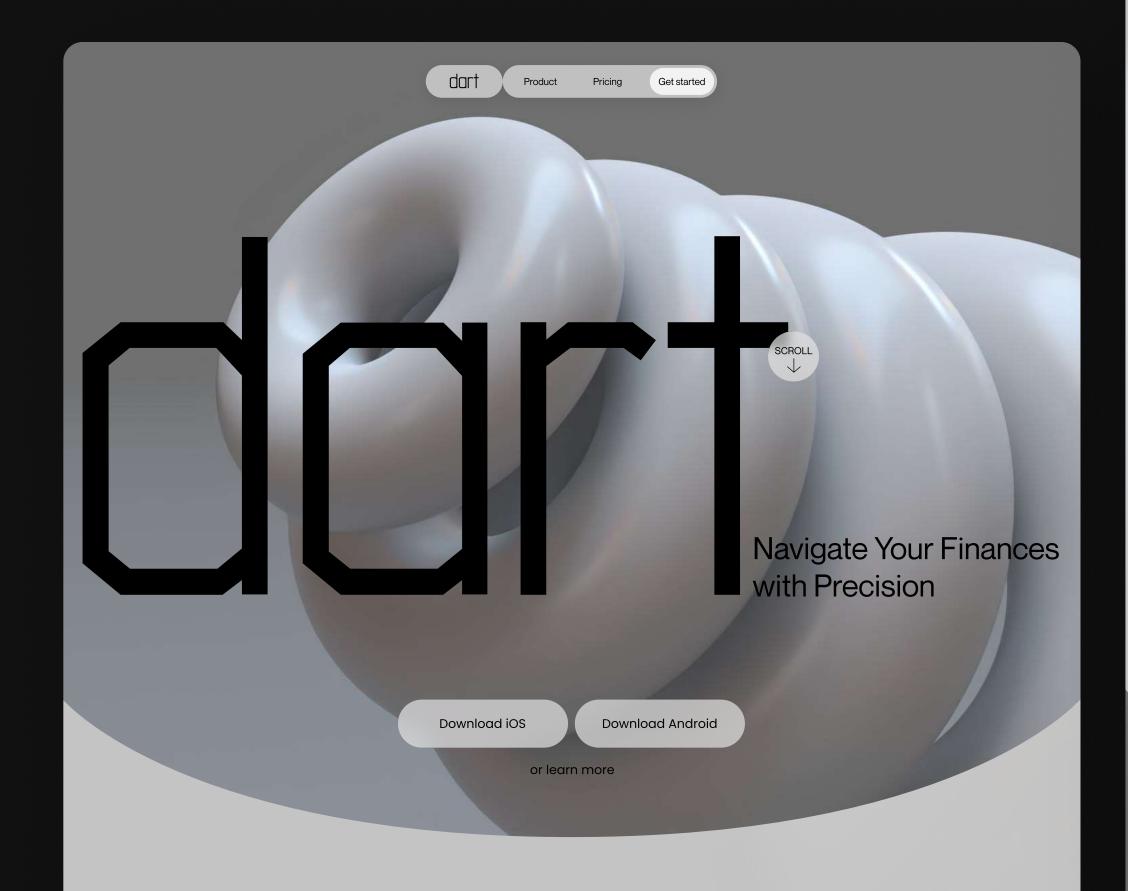
p.14 Valenta: Bachelor's Degree Thesis

Dart_[2023]

For a self-commissioned project, I designed the interface of an app and a landing page for a banking application. I utilized 3D programs to create abstract designs that complemented the interface. The application structure consists of two layers: the first layer is in 2D with functional elements representing measurable information. This layer is overlaid on a second abstract element that adds depth to the interface and represents the user's aspirations emerging from the data.



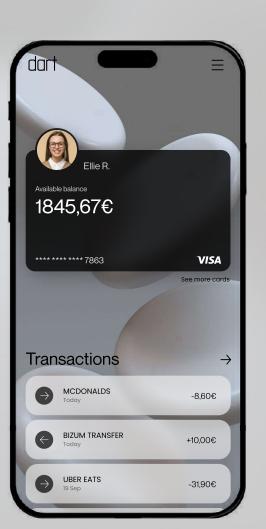




Why Dart?

Dart is not just another banking app; it's your financial GPS.

Designed with young adults in mind, Dart empowers you to take control of your money effortlessly. Track your expenses, set smart savings goals, and make informed financial decisions.

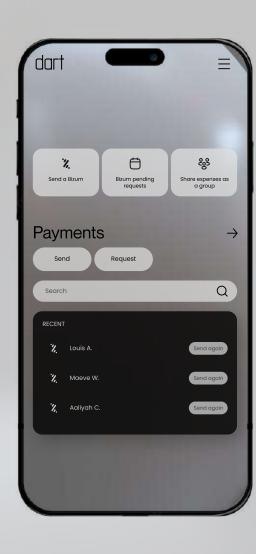


All your basic banking app functions in a clean, easy to understand interface

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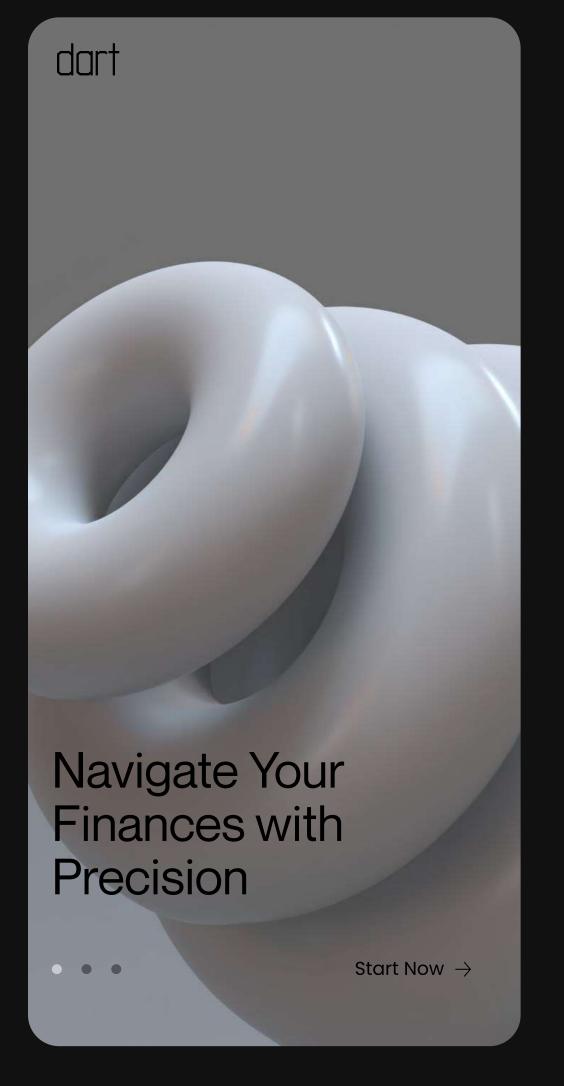


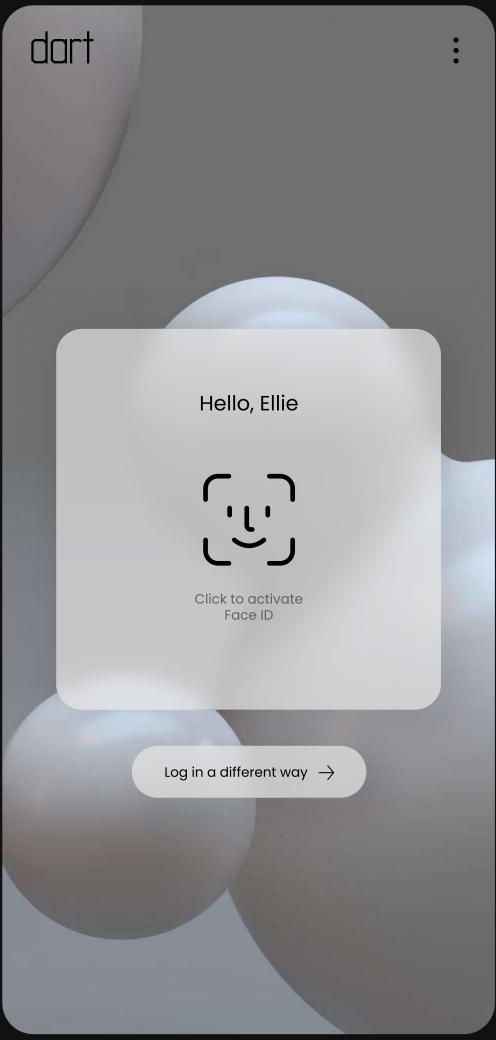
Track your expenses using a personalised tracker that you can adapt to your spending habits

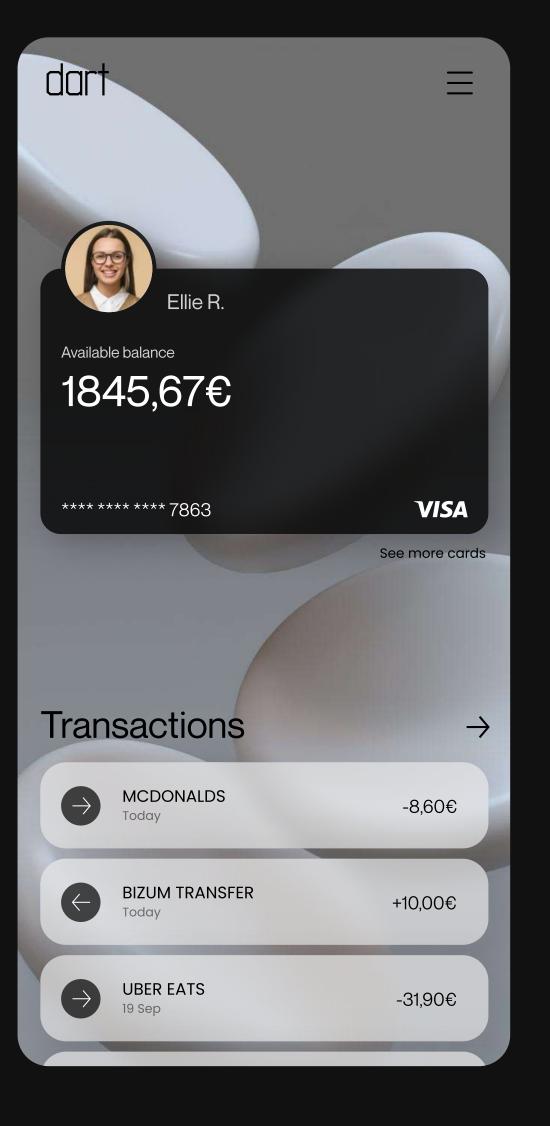


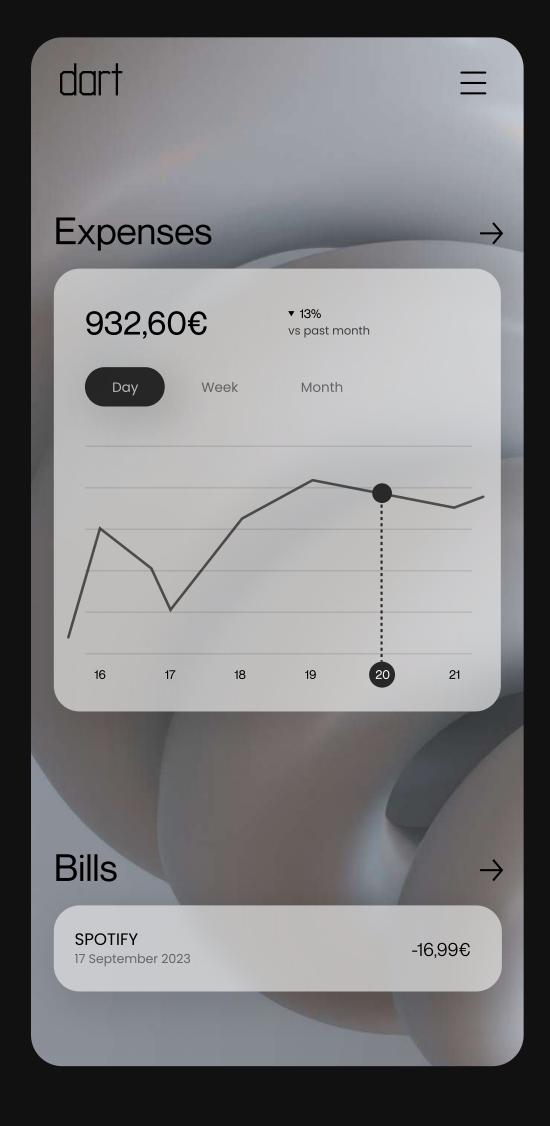
Easily send and receive payments, share group expenses and connect to Bizum

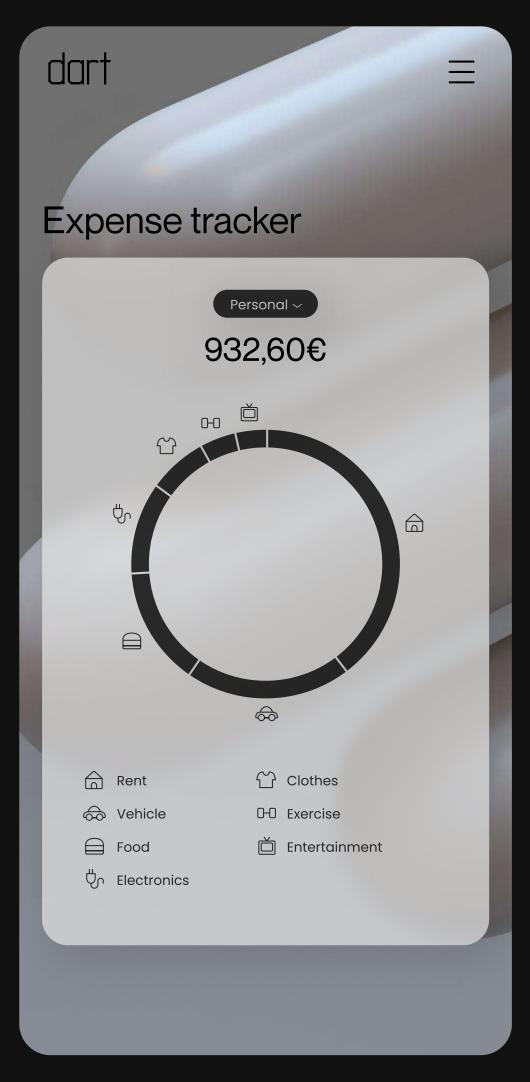


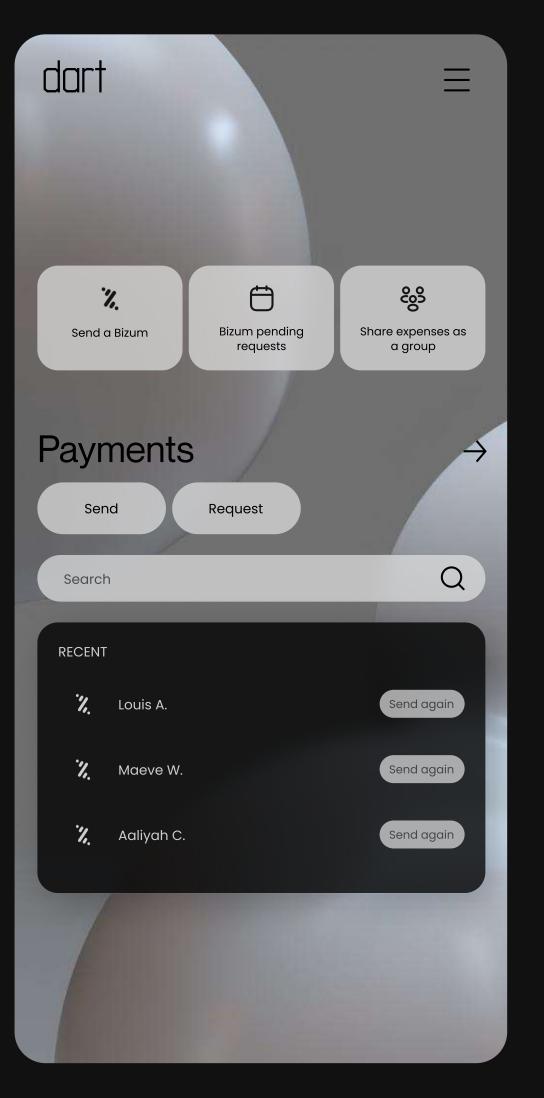












Room4U_[2021]

As part of a team project with two other students, we designed the interface for a fictional application aimed at connecting people searching for housing and roommates. This application includes various data entry forms, an online chat function, and options for selecting apartments.



Room for venido! Iniciar sesión Iniciar sesión con Google Correo electrónico o teléfono Ó Contraseña Registrarse Recordar usuario 2021 Room For You

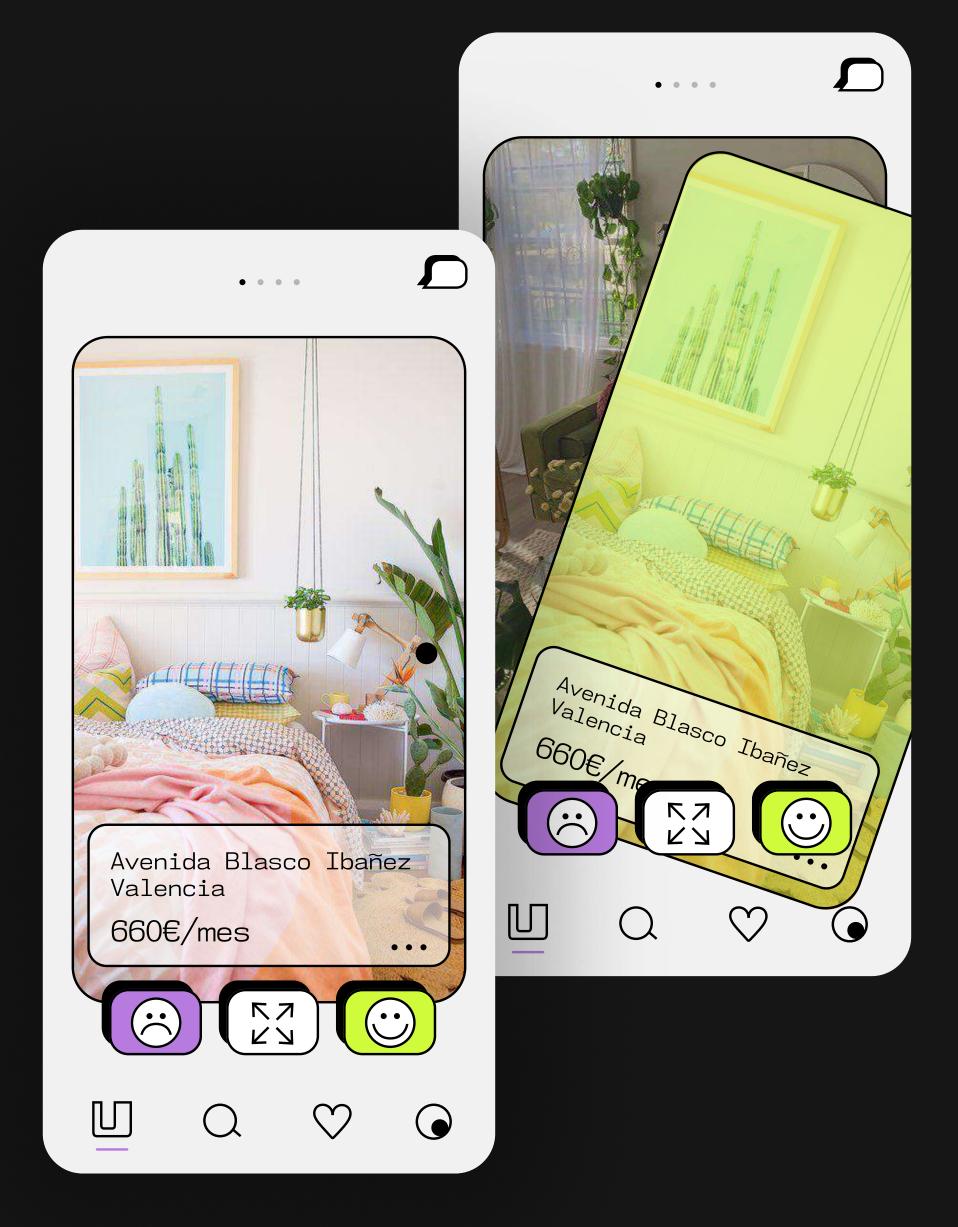
Iniciar sesión

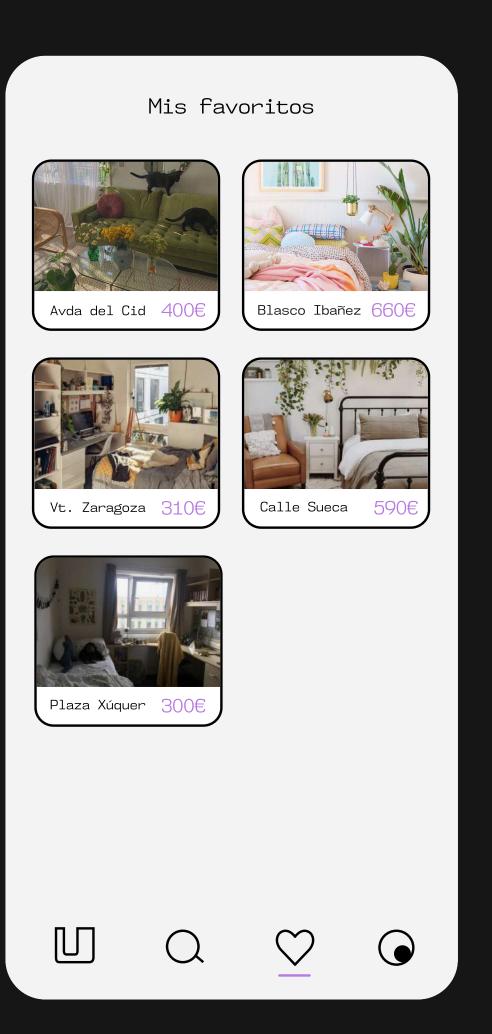
2021 Room For You

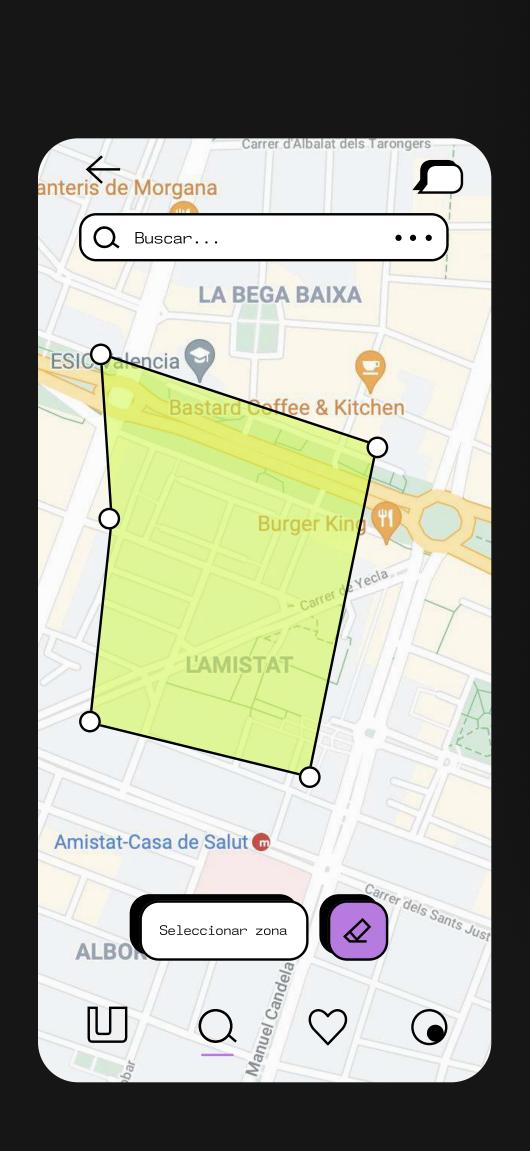
Tus datos personales Correo electrónico Teléfono Contraseña Confirmar contraseña 2021 Room For You

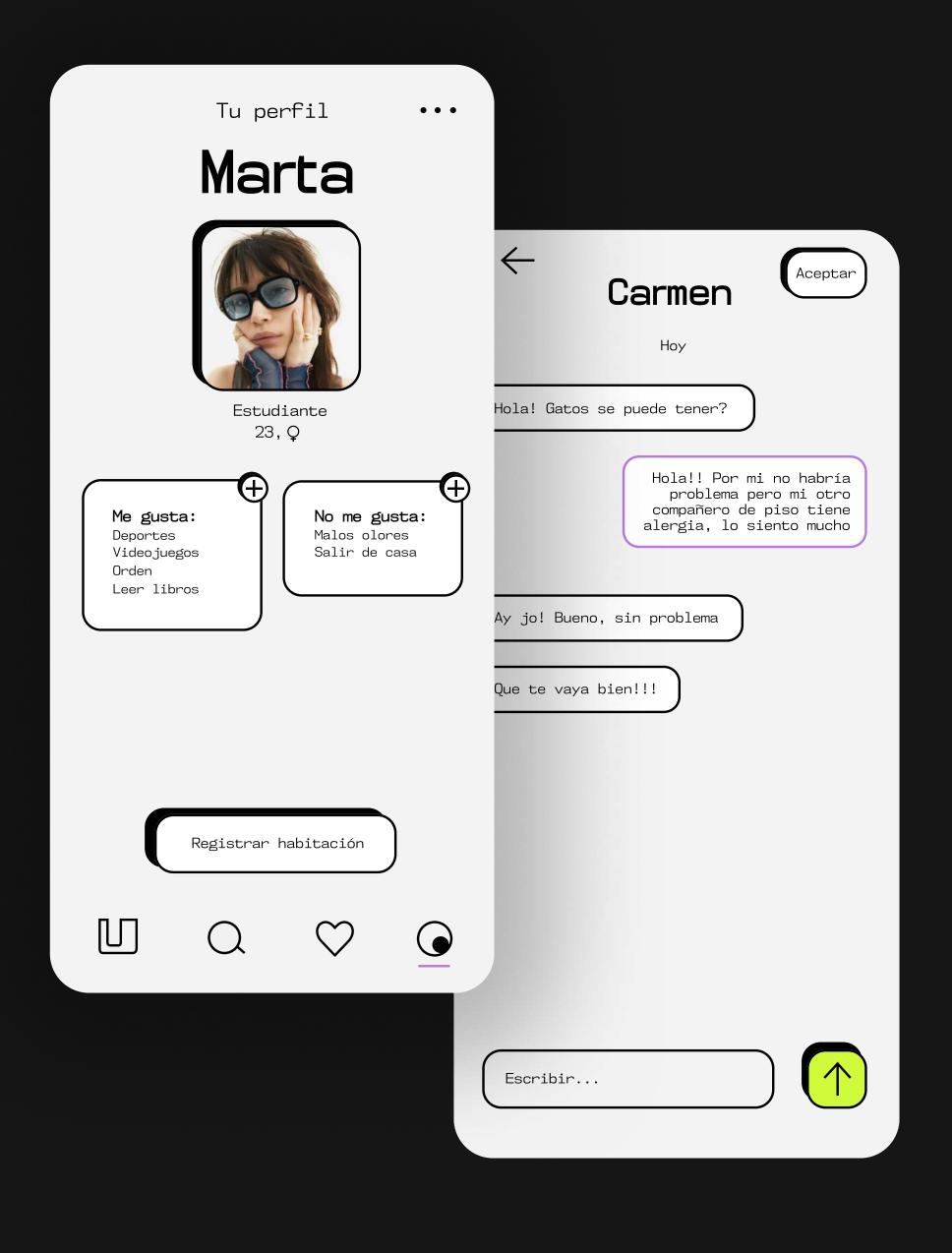
¿Cuál es tu presupuesto mensual? Selecciona tu preferencia 2000 100 € 2021 Room For You





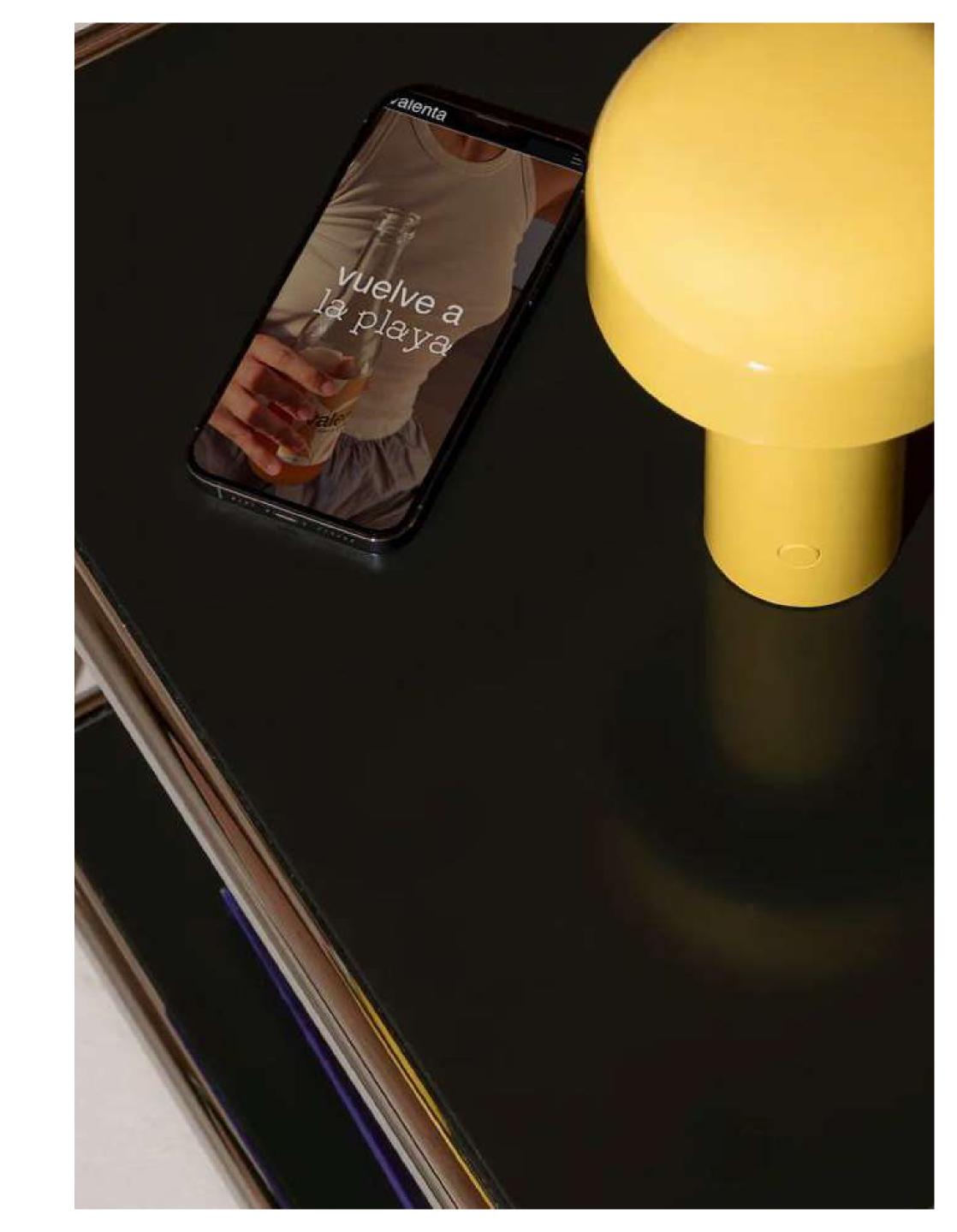






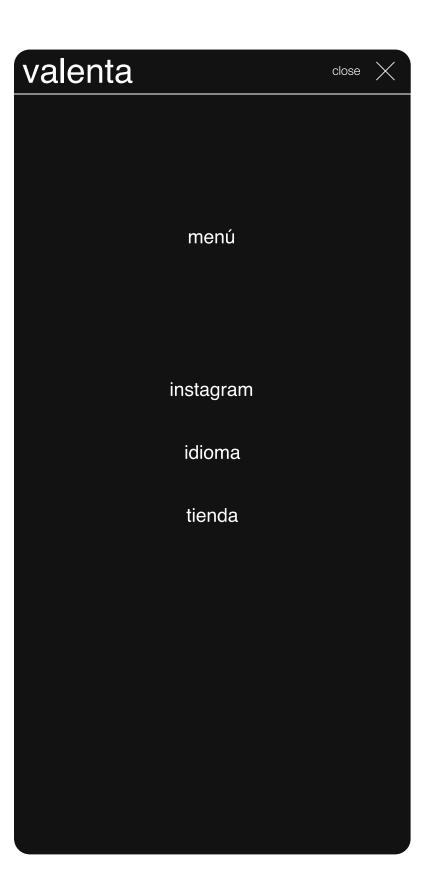
Valenta_[2023]

As part of my Bachelor's Degree Thesis, I completed a responsive landing page for a brand of bottled Valencia Water. This process involved conducting competitor research, creating a list of features, and wireframing before developing the final product.

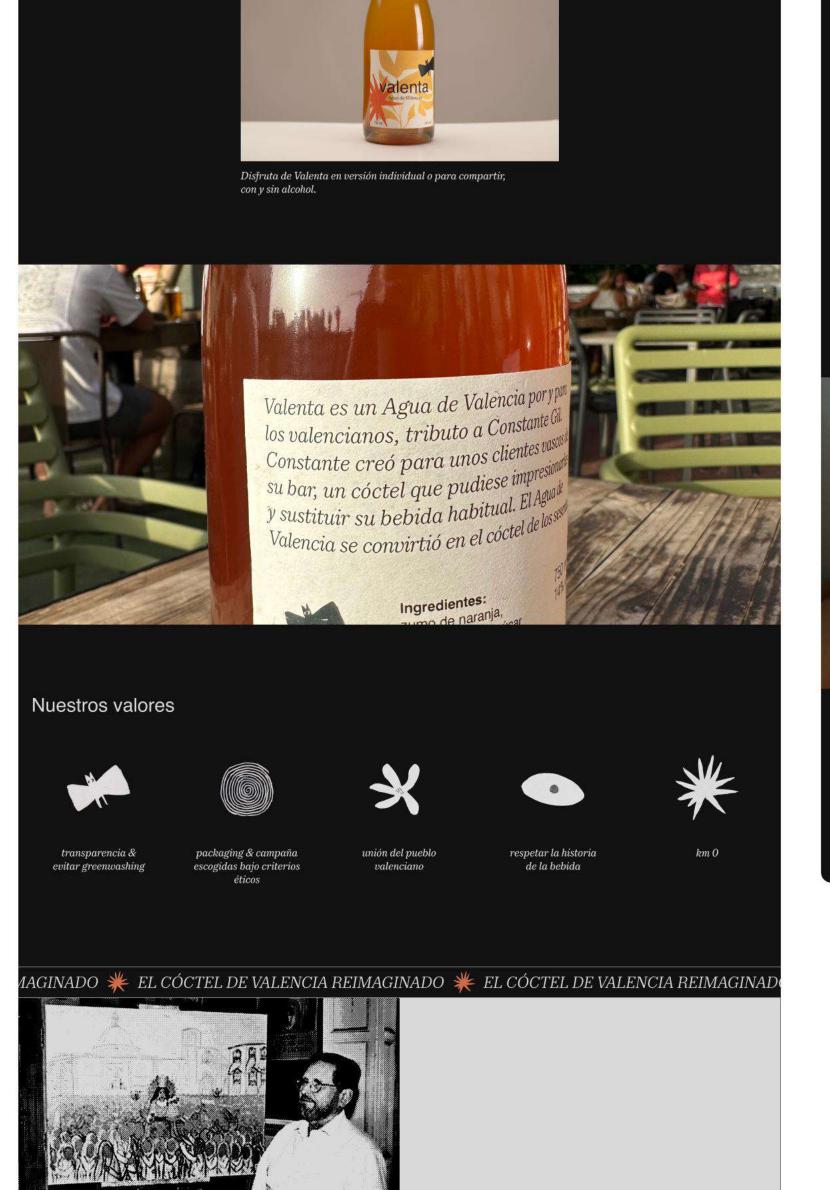








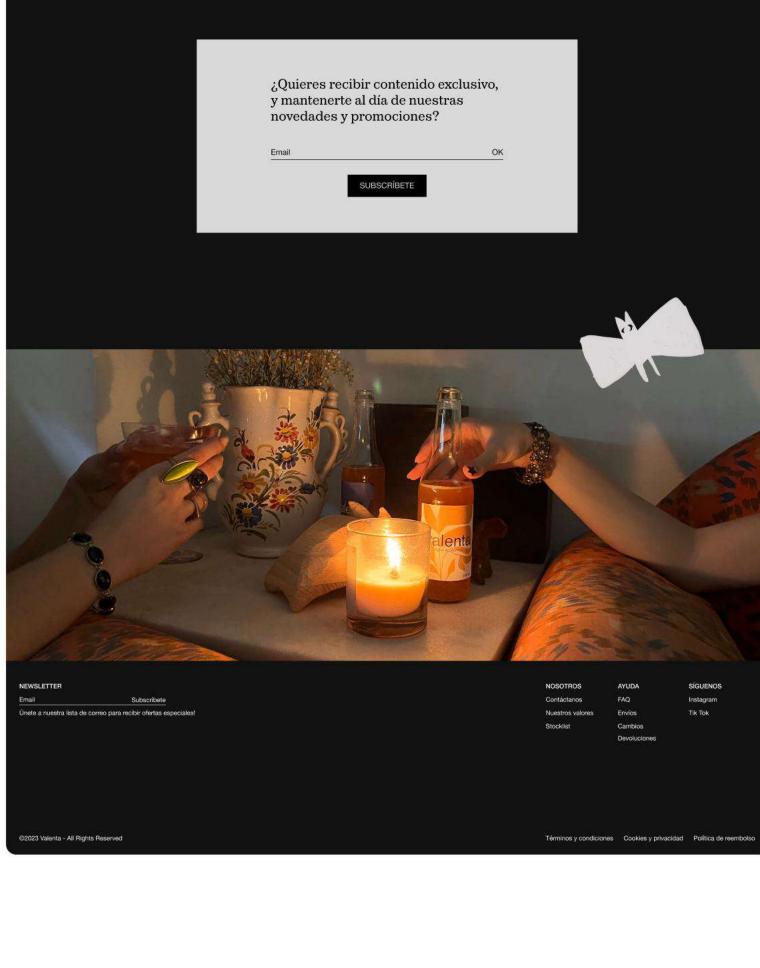




En 1959 Constante inventó para unos clientes vascos de su bar un cóctel que pudiese

el tiempo, y la gente detrás de ellas.

impresionarles y sustituir su bebida habitual. El Agua de Valencia se convirtió en el cóctel de los sesenta. Nuestra bebida es un tributo a historias perdidas en



Thank you!

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