RAUL VILA

Media Student

PROFILE

As a perfectionist, I really care about everything I do. I always deliver the best possible outcome on every project i'm involved.

Design is everywhere nowadays, and I feel it is getting more importance throughout time. I enjoy its creativeness and leaving my mark on projects.

CONTACT ME

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✉ raulvilacandido@gmail.com

LANGUAGES

- Spanish (Native)
- English (B2)
- French (Basic)
- Dutch (Basic)

INTERESTS

Motorsport

Programming

Design

Gaming

MY WORK

Links to my work:

The first website I developed for a real company:

https://vicentevilasl.com

(Behance Gallery) Logos, Renders, Prototypes, Apps, Websites:

https://www.behance.net/gallery/156716333/My-Work

EDUCATION

- **ICT & Media Design** – Fontys University of applied sciences

  2020 - Present

  I started as a Software engineer but I then decided I was more interested in Media design and using my creativity to complete some of the best projects I was involved in.

- **British School Alzira**

  2004 - 2020

  Computer Science and Art were two of the subjects I enjoyed the most and the ones I did for my A - Levels. I really felt like the IT / Creative path was the right one for me.

WORK EXPERIENCE

- **Website developer & Graphic designer** - Vicente Vila S.L.U

  January 2022 - Present

  I was in charge of developing a completely new website and managing it. This really pushed my programming skills as I had to meet the company's expectations, therefore I started experimenting with things I hadn't tried yet. I also remade some of their logos and created renders for some of their products as well as creating user manuals, similar to my previous job at Win2Indus.

- **UX/UI Designer & Front-end developer** - QUAD Solutions

  September 2023 – February 2024 (Internship)

  QUAD Solutions runs its own podcast, "QUADCAST." However, the process of uploading podcasts was time-consuming and required significant user input. I was tasked with designing and developing a management tool that leverages AI to streamline and simplify the entire process.

- **Graphic Designer** - Win2Indus

  28 June 2021 – 29 July 2021

  I was in charge of creating assembly manuals using illustrator for certain products, renders using maya and photoshop to edit the images that were going to be published on their website

PROFICIENCY

- HTML
- CSS
- JAVASCRIPT
- BLENDER
- AUTOCAD

- PHOTOSHOP
- ILLUSTRATOR
- ANDROID ST
- PREMIERE
- FIGMA

DETAILS

- **Website developement**

  I've collaborated with several companies on various projects, building complex websites. I am proficient in HTML, CSS, and JavaScript. You can view images and recordings of my work through the Behance link provided at the beginning of this CV. For a live example of my work, please visit my personal website, **raulvilacandido.com** While it is still a work in progress, it offers a solid reference for the quality of my work.

- **UI/UX Designing**

  UX/UI design is one of my greatest passions. I enjoy coming up with creative solutions to the challenges presented to me. Figma has been my primary prototyping tool, and I'm amazed at how much I've learned from it through the various projects I've worked on. What I initially thought was a simple prototyping tool has turned out to be one of the most comprehensive tools in my design toolkit. I'm eager to continue expanding my knowledge of Figma and apply what I've learned to future projects.

- **Graphic Artist**

  In addition to my work as a web designer, I am proficient with a variety of tools, including Photoshop and Illustrator, for different tasks. Recently, I've become increasingly motivated by 3D rendering. I started learning Maya to produce renders for my current company but later transitioned to Blender. Since then, I've been expanding my skills in areas such as lighting, texturing, and modeling. As mentioned before, you can view my work in the Behance gallery linked at the start of this CV.