

Ana Miranda Toledo

COMPUTER ENGINEER &
UX/UI DESIGNER



PROFESSIONAL OBJECTIVE

I want to be part of a company where I can apply and expand the skills and knowledge acquired during my education years. To give me the opportunity to develop both professionally and personally.

To nurture myself with the professionals of the company to improve the quality of the work and the team. With a vocation to make the company grow thanks to my contribution

CONTACT

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SKILLS

- Logical thinking and problem solving
- Teamworking and individual working
- Self-taught person
- Artistic and creative vision
- Great adaptability to work with own ideas or external proposals
- UX (User Experience) design
- UI (User Interface) design
- Intermediate knowledge of HTML and CSS

LANGUAGES

- **Spanish:** native
- **English:** advance
- **Basque:** intermediate

EXPERIENCE

- **Web Designer/ UX-UI Designer/ Social Media**

Karma Studio - Sep 2025 - actly, Vitoria-Gasteiz

Personal entrepreneurship. Web design, graphic design, branding, visual identity, social media, and creative consulting.

- **UX-UI Designer / Graphic Designer / Programmer**

OREKA IT, Oct 2020 - Mar 2021, Vitoria-Gasteiz

Creation of different corporate websites using Wordpress, HTML and CSS.

Creation of interactive prototypes for a time control app in desktop and mobile version, adapting the design to the corporate image of each company.

Translation and re-design of slides for presentations of other work teams of the company.

- **Web Designer**

Perianes y Calleja, Jan 2021 - Feb 2021, Vitoria-Gasteiz

Creation of the company's corporate website using Wordpress, HTML and CSS.

EDUCATION

- **Master's Degree in Artificial Intelligence and Innovation**
Founderz, Dic 2025 - actly, Barcelona
- **Master's Degree in UX/UI Design**
Escuela Trazos, Mar 2022 - Ago 2022, Madrid
- **Degree in Computer Management and Information Systems Engineering**
UPV/EHU, Sep 2015 - Jul 2020, Bilbao

COURSES AND CERTIFICATES

- **Fundamentos del Community Management**
Domestika - abr 2024.
- **Introducción al Community Management**
Domestika - mar 2024.
- **Introducción a Webflow**
NocodeHackers - feb 2024.
ID de la credencial: MROir84J
- **Bootcamp 2022 diseño UX /UI: aprende Design Thinking y Figma**
Udemy - oct 2022
ID de la credencial: UC-41126fad-838c-4f5d-a683-50b8fc7c8f6c
- **Curso Diseño de Interfaz con Figma**
Udemy - sep 2022
ID de la credencial: UC-a7d22019-3d0b-4fd8-828e-dcaf846dfa80
- **Curso Adobe XD CC - Máster: Diseño profesional de prototipos**
Udemy - sep 2019
ID de la credencial: UC-PTH1BFG9
- **Curso Diseño UX de productos digitales**
Udemy - sep 2019
ID de la credencial: UC-MY7X8016
- **Curso UX Design: Conceptos básicos para principiantes**
Udemy - jul 2019.
ID de la credencial: UC-RZFN8CZ
- **Curso UX/UI Design: Fundamentos en Experiencia de usuario**
Udemy - jun 2019.
ID de la credencial: UC-MRLBU0ZX

PROJECTS

- **Final Degree Project - JoinMe!**
UPV/EHU, Jul 2020, Bilbao

Focused on UX/UI Design with the aim of creating a fully interactive mobile app prototype from an own personal idea.
- **UX Master Final Project - Linking Tastes**
Escuela Trazos, May 2022, Madrid

Research, analysis and development of a prototype of a mobile application from a UX design point of view, which offers recommendations of series and movies in streaming based on the tastes of a group of users.
- **UI Master Final Project - Wegow Redesign**
Escuela Trazos, Ago 2022, Madrid

Research, analysis and development of a mobile application prototype from the point of view of UI design, in order to redesign the app of the company Wegow, which is dedicated to the social marketplace for live music.