



ANDREA ZAMORA

Industrial Designer & UX/UI Designer

UX/UI Designer with a strong foundation in industrial and UX design, focused on creating user-centered products and experiences. My experience spans from user research and prototyping to branding and web development. I excel at delivering intuitive solutions that align user needs with business goals. Passionate about collaboration, continuous learning, and contributing to dynamic, innovative teams.

INFORMATION

Date of Birth: 19.12.1990
Birthplace: Heredia, Costa Rica
Nationality: Costa Rican
Location: Berlin, Germany

EDUCATION

· Jun. 2022 - Aug. 2022

Google UX Design: first four modules.

Coursera

· Oct. 2017 - Oct. 2018

Master in Digital Information: usability, interaction design and user experience

Universitat Pompeu Fabra, Spain

· Mar. 2015 - Mar. 2016

Design Exchange Program

Folkwang Universität der Künste, Germany

· Feb. 2009 - Nov. 2015

Bachelor in Industrial Design Engineering

Tecnológico de Costa Rica (TEC), Costa Rica

LANGUAGES

- Spanish (Native)
- English (Fluent)
- German (B2)

Andrea Zamora A.

EXPERIENCE

• August 2020 – Present

Freelance UI/UX Designer

- Designed user interfaces for mobile apps and websites, improving usability and user experience.
- Conducted user research and concept testing, boosting customer satisfaction.
- Created wireframes, prototypes, and user-centered designs.
- Developed logos and branding strategies, ensuring consistency across platforms.
- Provided website maintenance, including design updates and content management.
- Collaborated with development teams to ensure design consistency.

• August 2022 – Present

Freelancer at CozyFlame Games

- Led user research, data analysis, and developed information architecture.
- Created personas, flow diagrams, and wireframes to optimize interaction flow.
- Designed and developed the company's website, managing content and performance.

SKILLS

Design

- User research & data analysis
- Information architecture
- Personas, flow diagrams & wireframing
- Prototyping & usability testing
- Front-end development
- Visual & interaction design
- Branding & look & feel
- Concept design, moodboards & 3D modeling

Soft Skills

- Effective communication
- Teamwork & collaboration
- Adaptability in multidisciplinary teams
- Time management
- Creative thinking

PROGRAMS

- | | | |
|--------------|--------------|------------|
| · Figma | · Sketch | · Axure |
| · Rhinoceros | · Cinema 4D | · Keyshot |
| · WordPress | · HTML CSS | · Adobe CS |