



Frontend Developer & UX Designer at HOP Ubiquitous (since 2017)

He is a web page designer of the software team. He learned web programming in a self-taught way and he is increasing his knowledge in this team. He designs webs based on the experience gained in different jobs, such as in applications and in the videogame industry, working on the user experience.

For his graphic designer training, he is also in contact with the communication team. He has created several illustrations, motion graphics or animations used for many other applications.



Javier S. Moya

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Work experience

- **3D Artist and UI/UX Designer - (2015-2017)**

He worked on the creation of some videogames and other experiences. He created and integrated all the menus of which they were composed. He created 3D assets and all types of textures, both for games and render.

- **Graphic Designer at Onairos Apps - (2012-2013)**

He was UI/UX designer and he created brands to Android and iOS apps.

- **Graphic Designer at 3áreas - (2011-2012)**

He worked with the corporate identity, web design and social networks of the company.

Contribution to the project:

- Frontend development
- UI/UX design
- Audiovisual content record
- Dashboards for cities development



Education

- **Official Master in Creation of Videogames**

When: (2012 - 2013)

Where: Pompeu Fabra University of Barcelona (UPF)

Design and creation of videogames, especially in the artistic part.

- **Graphic Design Degree**

When: (2008 - 2012)

Where: School of Design, Murcia (ESD)

Digital creativity oriented to advertising and branding.

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Skills:

- Graphic Design
- UI/UX Design
- Motion Graphics
- 3D Modeling
- Web Design