



CONTACT

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Jesús Sánchez

Pamplona, Spain, 1996

PRODUCT DESIGN

"I consider a job well done
when it ends with a smile"

SOFTWARE

PRODUCT DESIGN



UX/UI DESIGN



UI IMPLEMENTATION



WEB DESIGN



ILLUSTRATION



VIDEO EDITING



CHECK MY PORTFOLIO

<https://www.jesus-sanchez.com>

MY EXPERIENCE PROFESSIONAL EDUCATIONAL



Rovio

UX/UI artist at Rovio on
Angry Birds 2 mobile game.
2024-2025



Socialpoint

UX/UI designer at mobile game
developer company Socialpoint.
2021-2024



YEGO Urban Mobility

UX/UI Designer at motosharing
startup YEGO Urban Mobility.
2021



Digital Legends Entertainment

Six-month work as Quality Assurance
tester in Digital Legends.
2019 - 2020



Freelancer.com

UX/UI Designer and Illustrator as
a freelancer.
2015 - 2019



Nintenderos.com

Publisher and videogame analyst
at www.nintenderos.com
2015 - 2019



Kendu

Part time job as Visual Designer,
focused on retail.
2018

Service Design

Intensive Service Design course with a focus
on ethnographic research, journey mapping,
and prototyping to develop user-centered
services. Coursed in Experiencehaus.
2023 - 2024

Higher Education

Games, 3D Animations and interactive
environments.
Studies carried out in ENTI.
2018 - 2020

Fundamentals of Digital Marketing

Mastered the basics of Digital Marketing
with Google Courses.
2020

Higher Education

Design and edition of printed & multimedia
publications.
Studies carried out in Salesianos Urnieta.
2016 - 2018

Vocational Education

Digital prepress in graphic arts.
Studies carried out in Salesianos Pamplona.
2014 - 2016



RESUME SUMMARY

Hi! I'm Jesús, a Product Designer who turns **complex problems** into **simple** and enjoyable **experiences**. With a background that goes from **analysis** to **development**, I love getting my hands dirty to **create products** that **people** genuinely want to **use**.

My work on games like **Angry Birds 2** has taught me how to **build features** that are not only fun, but **drive results**.

