Lucía Molinero

UX/UI Designer for Videogames

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EXPERIENCE ✦✦

Worldline

Native Apps Developer

October 2023 - June 2025 | Madrid, Spain

- Created **accessible mobile applications** for both Android and iOS devices using Swift, Kotlin and Dart.
- Collaborated with **cross-functional teams** including designers, product managers, and backend developers.
- Wrote **clean**, **maintainable**, and **well-documented** code following best practices.

Worldline

UX/UI Designer

July 2025 - Present | Madrid, Spain

- Create **wireframes, user flows, UI elements, iconography**, etc.
- Work with other **UX/UI designers** as well as product managers, and developers.
- Follow the **accessibility guidelines** and **design best practices**.
- Ensure that the information is well **conveyed** through the different app interfaces

LANGUAGES ✦✦

Spanish - Native

English - Fluent (C1 certificate)

French - Basic (B1 certificate)

EDUCATION ✦✦

ELVTR

UX/UI Design for Gaming with Ivy Sang
2025

Universidad Rey Juan Carlos

Videogame Design and Development Degree
2019 – 2024

Universidad Rey Juan Carlos

Computer Science Degree
2019 – 2024

Université Grenoble Alpes (Erasmus+)

Master's on Computer Science
2022

SKILLS ✦✦

UI Art

UX Design

2D Illustration

Prototyping

3D modelling

Animation

Front-End Web Coding

Unity Programming

Native Apps Development

TOOLS ✦✦

Figma, Adobe Photoshop, Procreate, Clip Studio Paint, Unity, Unreal Engine