

# Jaime Gil

## UI/UX Designer

### Work Experience

#### London College of Fashion / User Interface Design Lecturer

OCT 2019 - PRESENT, LONDON

To undertake teaching as appropriate to areas of expertise and the subject areas of the course and programme.

To stay abreast of research and other developments in interaction design, in particular those related to user interface design and ensure that these developments are reflected in the curriculum.

#### Kwery / UI/UX Designer - Webflow Developer

JUN 2018 - PRESENT, LONDON

Designing and developing Kwery's websites. Creating illustrations and icon sets. Updating and maintaining the website. Branding and identity. Designing brochures, flyers, and collateral. Ensuring designs adhere to brand's guidelines.

#### Phern / UI Designer - Webflow Developer

JAN 2018 - JAN 2019, LONDON

Led part of Phern's digital strategy, which included the design of the brand identity and the design and development of the website, including icons, illustrations and animations. A combination of wireframes, designs and prototypes were used before development, which was carried out with Webflow.

#### Unbolted / Digital Designer

JUN - NOV 2017, LONDON

Art directed and designed a number of Facebook campaigns. Created a set of icons to be used in the campaigns and the website and a number of graphic charts.

#### Khemia Records / Graphic Designer - Artworker

DEC 2015 - MAR 2017, LONDON

Led the development of the brand identity together with the art direction and execution of the designs for the vinyl sleeves and the digital deliverables. Other responsibilities included: design and edit graphics and layouts for printed materials such as flyers, catalogues and adverts.

### PORTFOLIO

[jaimegillarios.com](http://jaimegillarios.com)

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### Education

#### Goldsmiths / BMus (Hons) Music

OCT 2011 - JUN 2014, LONDON

Focusing on performance and music theory.

#### Gr Art School / Fine Art Photography Diploma

SEP 2001 - JUN 2003, GRANADA

Focusing on graphic design, including digital and UX design.

### Skills

#### Management

Planning  
Decision-Making  
Problem-Solving  
Public Speaking  
Team Management

#### UI/UX Design

User Interface Design  
User Experience Design  
User Research  
Information Architecture  
Wireframing + Prototyping

#### Tools

Sketch / Figma / Adobe XD  
Webflow  
Invision  
Adobe Creative Suite  
Premiere / After Effects

### Languages

English  
Spanish