

Benjamin Palmero

Designer & Front-(front-)end

www.benjaminpalmero.be hello@benjaminpalmero.be

Experience

UX/UI Designer @ AppTweak

March 2018 - April 2020, Brussels

In a team of two people for 1.5 year and then of three designers, my role was to deliver wireframes, visual designs and prototypes based on new features requirements. I was also in charge of translating the visuals into SCSS based on the code from the development team (which is made of both Rails and React, depending on the features).

Intern UX Designer @ VOO

November 2016 - January 2017, Brussels

As an intern, I got to work with the UX/UI team. My two main projects were the mobile products purchase funnel (use cases, blockframes, wireframes, visual designs) and the design and code of the internal styleguides of VOO.

Some projects

AppTweak website redesign - www.apptweak.com

November 2019 - February 2020

I was responsible for a good part of the visual design and the integration of the project. The illustration work was done by a colleague and the content and structure were provided by the marketing team.

ASO Timeline - www.apptweak.com/aso-tools/aso-timeline-history

January 2019 - February 2019

This feature had been awaited for a long time. The basic idea is to let you see what app did an update to its metadata and when. Based on the requirements and on a benchmark analysis, I designed it as some kind of calendar, which the clients were really pleased with. I also worked on the SCSS of the feature.

Education

Design Web & Mobile (DWM) - Haute École Albert Jacquard

June 2017, Namur

As a student in DWM, I learned things from most of the designer - front-end spectrum. From UX to UI, to HTML/CSS, JS, typography and media production, I got to touch everything. This is what made me interested in a lot of subjects and made me want to keep learning.

Skills

Can do

UX / UI design

HTML

(S)CSS

A bit of JS

Photography

Video editing

Interested in

Motion design

Copywriting

Teaching

Hobbys

Improv

Music

Discovering the city