



IKER BASOCO

UX/UI & Web Designer | Webflow | Motion & 3D

Personal Data

Location: Barcelona, Spain

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Personal Portfolio – End-to-end design & development: <https://portfolio-ikerbasoco/>

Profile

UX/UI and product designer specialised in visual design and interactive experiences, with a background in 3D, motion and AI. 4+ years as the sole designer at an international company, collaborating with software teams on real digital product alongside brands like Coca-Cola, SATO and ZEBRA.

Organised and autonomous, used to working under strict deadlines and managing creative projects end-to-end. Fluent in Figma, Webflow and Adobe CC, with the ability to adapt to demanding digital environments and cross-functional teams.

Education

Higher National Diploma in Graphic Design – CIFP Emilio Campuzano
2020 – 2022

Higher National Diploma in 3D Video Game Development – CIFP Tartanga
2016 – 2018

Additional Training

Master's in Web Design – Flux Academy (2024–2025)

Master's in 3D Character Design – Animum (2018–2019)

Character Design – CGMA (2020)

Skills

Design

Visual Design · Branding · UX/UI · Motion Graphics

Web

Webflow · Figma · Responsive Design · Wireframing · Prototyping

3D

Blender · Maya · ZBrush · Substance Painter

Tools

Photoshop · Illustrator · InDesign · Premiere Pro · After Effects

Languages

Spanish – Native

Basque – Native

English – Professional

Catalan – Basic

Experience

Digital & Product Designer – Branding, Web & Motion
Labelmarket Group
Feb 2022 – Present

Digital & Product Designer responsible for internal digital product design and digital materials for campaigns and events. Working autonomously under management supervision.

- End-to-end internal digital product design: re-search, information architecture, wireframes and UI in Figma
- End-to-end creative project management
- Motion graphics design and production using After Effects and Premiere Pro
- Visual content for digital and physical channels: emails, banners and social media
- Digital materials for campaigns and events using Figma and Adobe CC
- 3D modelling and prototyping using Maya & Blender

Freelance Designer

2024 – Present

- Vullbolos – Web Platform Redesign
UX/UI redesign, content architecture and full Webflow development
- Personal portfolio
End-to-end design and Webflow development
- Children's Book Illustrations
Created digital illustrations for the children's book Inside Me (Dentro de mí), published by Círculo Rojo.

3D Artist (Internship) – Mimic Productions, Berlín
Feb 2018 – Sep 2018

Creation of 3D assets and contributions to production pipelines for digital projects.