

IKER BASOCO

Product Designer | UX/UI, Design Systems & Motion

Personal Data

Location: Barcelona, España

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Personal Portfolio – End-to-end design & development: https://portfolio-ikerbasoco.com/

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

Master's in UX & Web Design –
Flux Academy
2024 – 2025

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

Higher National Diploma in 3D Design –
CIFP Tartanga
2016 – 2018

Aditional formation

Master's in 3D Character Design – Animum (2018–2019) - CGMA (2020)

Skills

Product Design
UX/UI · Design Systems · Arquitectura de información · Wireframing · Prototipado · Colaboración con desarrollo

Tools
Figma · Webflow · Adobe CC (Photoshop, Illustrator, After Effects, Premiere)

3D
Blender · Maya · ZBrush · Substance Painter

Languages

Spanish – Native

Basque – Native

English – Professional

Catalan – Basic

Experience

Digital & Product Designer
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: research, 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:
UX/UI redesign, content architecture and full Webflow development

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

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