

CURRÍCULUM VITAE

Javier Martínez Arroyo

Product designer, graphics and motion grapher.

PROFESSIONAL PROFILE

I am a graphic, product, and motion designer with a strong professional background in design. I am passionate about staying up to date with new trends in animation and design, and I consider myself a responsible, efficient, and highly self-sufficient person.

My main goal is to be part of a professional team where I can contribute my skills, collaborate on innovative projects, and continue learning constantly.



https://www.linkedin.com/in/javier-martínez-arroyo/

CONTACT INFORMATION

C/Cerro de San Pedro, 13
Colmenar Viejo, Madrid.

PHONE:

+34 648824209

EMAIL:

javier.martinez.arroyo@gmail.com

PORFOLIO

marts.es >



Professional experience

2022 - 2025

NEXTCHANCE INVEST Product designer, graphics and motion grapher

In December 2022, I joined NextChance Invest, where I worked on the NoFakes, Multimarkts, and Billionhands projects. My work included creating Lottie animations, designing promotional materials, and producing graphic content for social media. At Billionhands, I also began my role as a product designer, contributing to the development of memos and new features for the platform.

2018 - 2021

LLYC Graphic designer and motion grapher

From 2018 until June 2021, I was part of Llorente & Cuenca, a communications consulting firm that provided me with the opportunity to learn and develop my skills in client management for graphic design and animation projects.

During this time, I acquired key competencies that define my professional profile, working with clients such as Unicaja, Sareb, Schindler, Fundación SM, eDreams, Endesa, Ikea, Mercadona, among others.

2014

SIGNE S.A. Graphic designer

After completing the second year of my advanced vocational training in Editorial Design and Production, I joined Signe S.A. for workplace training (FCT). Between April and June 2014 (a total of 370 working hours), I worked in prepress, printing, and post-printing tasks.

Academic Background

2021 - 2022

MASTER IN MOTION GRAPHICS

Trazos Motion Graphics School

Between October 2021 and March 2022, I completed a Master’s in Motion Graphics at Trazos School, one of the most prestigious institutions in the field of animation worldwide. During this program, I acquired the skills necessary to master 3D design and animation, which allowed me to deepen my knowledge in these areas and develop a broader and more technical perspective of the discipline.

2014 - 2018

BACHELOR'S DEGREE IN AUDIOVISUAL COMMUNICATION

Complutense University of Madrid

From October 2014 to June 2018, I studied for a degree in Audiovisual Communication at Complutense University of Madrid, where I acquired a solid theoretical and practical foundation in audiovisual content production.

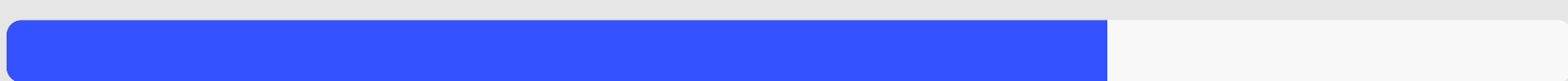
During this period, I completed all the required credits to obtain my degree, **achieving a final GPA of 7.62**, which reflects my proficiency and aptitude in this field.

Skills

GRAPHIC DESIGN

Adobe Photoshop

70%



- Blend mode
- Color fix
- Typography
- Textures
- Retouching

Adobe Illustrator

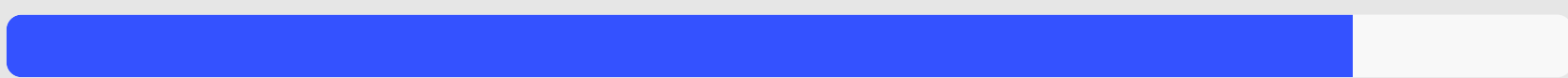
80%



- Logotipes
- Ilustración digital
- Lettering
- Charts
- Infographics

Adobe InDesign

85%

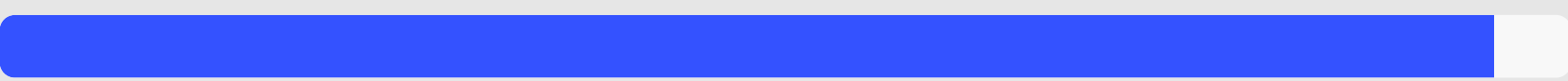


- Books
- Flyers
- Reports
- Pamphlets
- Catalogs
- Magazines

MOTION GRAPHICS

Adobe After Effects

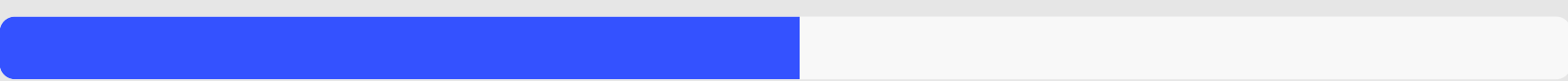
95%



- Blend mode
- 3D
- Layer masks
- Keylight
- Digital animation
- Tracking

Adobe Premiere

50%



- Secuencias
- Color fix
- Video editing
- Audio editing

Cinema 4D

80%

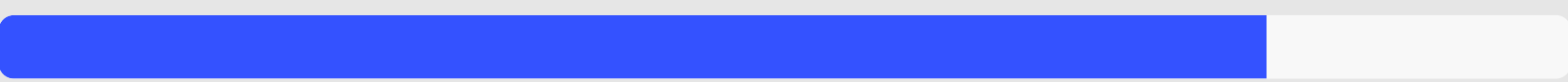


- Modeling
- MoGraph
- Materials
- UV unwrapping
- Dynamics and particles
- Lightning

PRODUCT DESIGN

Figma

80%



- Compositions
- Animations
- Auto Layout
- Prototypes
- Components

LANGUAGES

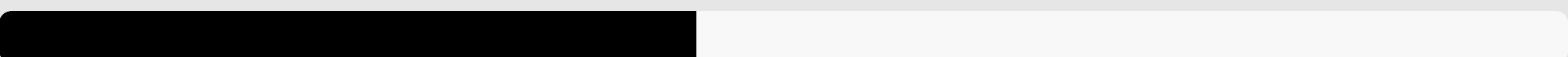
English

75%



Japanese

45%



ADDITIONAL INFO

Full availability