

# Mónica Calle

Valencia, Spain

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UX/UI and product designer who works in flows, states and edge cases before screens, and who checks what shipped on a real device rather than signing off the design file. I design in Figma and build front-ends in React, Next.js and TypeScript, so the handoff specifies behaviour instead of describing a picture. My sharpest production fix landed on mobile: a live checkout I rebuilt after the payment buttons rendered badly on phones. Postgraduate Diploma in Graphic Design, UX/UI Conceptualisation and Web Design from CEI. Based in Valencia, working remotely.

## Core Competencies

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- **Flows, states and edge cases:** empty, loading, error and interrupted states designed up front rather than discovered during build, with the transitions between them specified rather than left to the build. The happy path is the smallest part of the work.
- **Mobile and small-screen design:** touch targets, readability and hierarchy on phones, including a live e-commerce checkout restyled by hand after the payment buttons rendered badly on mobile, plus Volunteer App designed end to end and the UX/UI for Vibe App.
- **Designing for degraded conditions:** my portfolio degrades on purpose when WebGL is unavailable rather than breaking, so a missing capability is a designed state and not a failure.
- **One product across surfaces:** a multi-country multisite and a separate EN/ES site kept feeling like one product across markets and two languages. Design systems in my work so far means reusable component patterns bridging design and front-end, not a system I have owned.
- **Embedded engineering partnership:** I confirm technical viability with the people building before designs are final, specify interactions and responsive behaviour precisely, and treat "that cannot be built" as the start of the conversation. I ran peer code reviews at Enerlink.
- **Quality ownership through release:** I run my own QA on the built experience across real devices, screens and breakpoints, and write up what does not match with repro steps and expected versus actual behaviour.
- **AI-assisted design and build:** I turn my own designs into working front-end code with Codex and Gemini, and generate product and brand scenes with Gemini and ChatGPT. Having designs consumed by AI agents is what taught me to specify states and responsive rules precisely, and to review the output rather than trust it.
- **Interface and visual craft:** typography, layout, colour and hierarchy from a 900-hour graphic design diploma, applied to brand identity for the paying clients Eunoia and Arquifactos, and to street-banner and bus-shelter formats that have to read outdoors at a glance.

## Professional Experience

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- **Neerutech** **Valencia, Spain**  
*WordPress & UX/UI Developer (Internship)* *Oct 2025 - Present*
  - Run client projects end to end: brief into a Figma prototype, technical viability confirmed with the build before it starts, then verification of what actually ships.
  - Restyled a live WooCommerce checkout in hand-written CSS after the payment buttons rendered badly on mobile, at the step where the money changes hands. Found by opening the live store on a phone, not by reviewing the design.
  - Built custom product fields with ACF and Elementor Pro so a non-technical owner could run their own catalogue, an admin interface designed around what the user already understood.
  - Keep a multi-country corporate multisite and a separate EN/ES site consistent across markets and two languages, tracking which asset and which copy is live where.
  - Rescoped and delivered a USPS shipping integration with automated label printing when a client changed direction mid-build, and migrated a catalogue of around 700 products with the store live throughout and no downtime.

- **Enerlink** **Chile (remote)**  
*Frontend Developer (React JS)* *Apr 2023 - Sep 2023*
  - Designed and then built a notifications and user-preferences system for a smart metering web application, with real-time updates and configurable filters. Vertical SaaS for industrial users, and the review surface for a stream of field data.
  - Built features on reusable components and consistent patterns so the product could scale, and ran peer code reviews on quality and performance.
  - Handled most of the development work in a fully remote team.
- **4Geeks Academy** **Chile**  
*Teaching Assistant* *Jun 2022 - Apr 2023*
  - Coached around 40 students through JavaScript and React, adapting the explanation to how each person reasoned. Where I learned to articulate a design or technical decision in plain language.

## Selected Product Work

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- **Voluntee App**: mobile application designed end to end, from user research and flows through to high-fidelity UI.
- **Vibe App**: UX/UI design for a mobile application in FemTech.
- **monicacalle.es**: portfolio, designed and built solo. Next.js 16, React 19, strict TypeScript, Tailwind v4, three.js with a graceful fallback when WebGL is unavailable, EN/ES internationalisation.
- **Selvática**: self-initiated brand taken from identity and packaging through web design to the built site, with the front-end developed using Gemini and Codex.
- **Estudio Raíz** ([site](#)): my own design studio. Identity and graphic system mine, plus client brand work for **Eunoia** and **Arquifactos**, delivered with a second designer.

## Education

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- **CEI, Centro de Estudios de Innovación** **Valencia, Spain**  
*Postgraduate Diploma, Graphic Design, UX/UI Conceptualisation and Web Design* *Jan 2025 - Apr 2026*  
 900 hours. Interface design and user experience, information architecture, prototyping and UX microinteractions, branding and visual identity systems, graphic design and graphic production. Private programme, not an officially accredited Master's.
- **4Geeks Academy** **Chile**  
*Full Stack Developer* *Nov 2021 - Apr 2023*  
 JavaScript (ES6+), React, HTML5, CSS3 and Git.
- **Unidad Central del Valle del Cauca** **Colombia**  
*Bachelor's Degree in Basic Education, Foreign Languages* *2010 - 2015*  
 English teaching, linguistics and intercultural communication.

## Tools

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- **Design**: Figma (component creation, prototyping, file structure). Adobe Illustrator, Photoshop, InDesign.
- **AI-assisted workflow**: Codex and Gemini for agentic front-end development; Gemini and ChatGPT for generated product and brand imagery.
- **Front-end**: HTML5, CSS3, TypeScript, JavaScript, React, Next.js, Tailwind, three.js, GSAP, Git.
- **Web and CMS**: WordPress, WooCommerce, Elementor Pro, ACF, Webflow.

## Languages

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- Spanish (native), English (B2, working level).

## References

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- Available upon request.