

Carlos Ocaña Ortíguez

Head of VR AR MR

Dedicated, observant, empathetic, flexible, communicative, resilient, analytical, good-humored and forward-looking doer.

DESIGN PORTFOLIO

<https://www.behance.net/uxual>

EDUCATION & CERTIFICATES

Scrum Manager

Scrum Master

2021

ThePowerMBA Business

Master ThePowerMBA

2019-2020

Uxer School

VR AR Design Immersive

2018

Redbilty EDIT

UX Research & Strategy

2018

Uxer School

UX Design Immersive

2018

Mejorando.la - Platzi

Digital Product Design, UX

2017

URJC - Escuela Inteligencias Múltiples

Superior Executive Coaching Course

2015 - 2016

URJC - Escuela Inteligencias Múltiples

Higher Expert Course in Life Coaching

2014 - 2015

ECA - Escuela de Cine de Alcorcón

Film Direction & Production

2007 - 2008

Trazos School of Arts

Master Maya - 3D Modeling

2001 - 2002

Skills

Virtual Reality, Augmented Reality, 360° Video, Project Management, Prototyping, Design Thinking, 3DMax, eCommerce Management, Google Analytics, Email Marketing, Multimedia, CMS platforms, CRM knowledge, Photoshop, XD, Unity, Premier, Lean UX, Kanban, Agile, Scrum, Wordpress, LAMP, Hosting, Domains.

LANGUAGES

English - B2 Working on it.

Español - native



CONTACT

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https://twitter.com/ocanya_xr

PROFESSIONAL

KUANTIKO STUDIO

Head of XR

Feb 2019 - Actualy

La Habitación de Las Niñas - LHDLN

UX UI Designer | Project Manager

Mar 2013 - Feb 2019

Universidad Rey Juan Carlos - URJC

Personal Branding Teacher.

2017 y 2018

Maewest Company SL

Founder - Art Director - Project Manager

Apr 2011 - July 2013

Stratmind

UX UI Designer

May 2008 - March 2011

Video Publishing On Demand (vpod.tv)

UX UI Designer & 3D Modeler

Oct 2006 - Mayo 2008

SlaterLabs Software

UI Designer & 3D Modeler

Sept 2004 - Oct 2006

Pinnacle Systems

Demostator

Nov 2004

ProDes – Proyectos y Desarrollos

3D Modeler - Architeture

Oct 2004 - Nov 2004

Monocomp SL

Layout Editor

Jan 2003 - Aug 2003

J. Toledo Soler

Graphic Designe & Printing.

Aug 2002 - Nov 2002

Emopa S.A

Training Accounting and Finance

Oct 1999 – Dec 1999

Carlos Ocaña Ortíguez

UX&UI | Visual | VR AR

Project Management | VR AR UX | User Flows & Scenarios | Wireframes & Prototypes | Art Direction | Product Design | Teaching and speaking.

I always had a passion for new technologies and how we interact with our day by day. That leads me to be in constant learning and evolution. Influencing the growth of my professional experience, focused entirely on computer-generated synthetic realities.

The last year I founded XRSpain, a Slack group where professionals and passionate users sharing knowledge and experiences. It's a place to find inspiration and people that love the XR technology

It is at this technological moment when I can finally combine all my experience with the wide range of new digital media such as Extended Reality (VR, AR and MR), without neglecting products such as web pages and applications.

It was in 2001 when I started my professional career as an architectural 3D designer for real estate. Incorporating, later, in the software developed virtual 3D scenarios.

In 2003, the needs of the projects led me to design software interfaces for TV production and projection. After acquiring the necessary experience, in 2005, I focused my work on web and application design for different devices; desk, mobile and TV, among others.

Later, I joined a Start Up dedicated to training, designing the content management platform for E-learning, as well as developing parallel tasks focused on marketing and communication for the company and third parties.

In 2011 I founded my own agency, and since 2013 I have worked as a freelance. I have collaborated with studies such as LHDLN or with advertising agencies, as well as with clients from my own portfolio; Everis, Intermoney, BBVA or Real Madrid. Designing and managing the accounts. Creating and leading work teams to achieve the different projects and objectives.

I am currently leading Kuantiko Studio, a studio that has been developing for the last 2 years its own software to manage virtual collective experiences VRANGEL and in which I have participated very actively designing and defining the characteristics of the tools and working with clients like Chanel, SynLab or BBVA.

I found XRSpain in 2019 with more than 160 users. They are makers, developers and designers. It is a community of people interested in Spatial computing like VR, AR or MR.

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