



manuelsagall

INTERACTIVE PRODUCT DESIGNER

“ I enjoy creating elegant user-centric, pixel perfect and memorable engaging product experiences for ~~users~~ people ”

- hello@manuelsagall.com
- +34 722 660 488
- manuelsagall
- sagall
- manuelsagall
- manuelsagall

SOME OF MY

SKILLS & TOOLS

- ◆ Design Systems
- ◆ UX Design and Usability
- ◆ UI and Interaction Design
- ◆ Wireframing and Prototyping
- ◆ Cross-Platform Product Design
- ◆ Mobile first & Responsive Design
- ◆ Art & Creative Direction
- ◆ Videogames/Apps Development
- ◆ Leadership / Team Working
- ◆ Project & Product Management
- ◆ Online Marketing
- ◆ SEO / SEM / Affiliate Marketing
- ◆ Sketch
- ◆ Abstract
- ◆ InVision
- ◆ Figma
- ◆ Zeplin
- ◆ Axure RP
- ◆ Adobe XD
- ◆ Principle
- ◆ BalsamiQ
- ◆ Photoshop
- ◆ Illustrator
- ◆ Adobe Premiere

FEATURED

RECOGNITIONS

& AWARDS

- ★ **Best Virtual Sports Provider**
2020. SBC Awards
- ★ **Best Mobile Betting Provider**
2020. Baltic and Scandinavian Gaming Awards
- ★ **Best Virtual Sport Product**
2019. SBC Awards
- ★ **Best online marketing campaign**
2013. CMKM Club de Marketing de Málaga
- ★ **Spin-Off Award (Social Totem)**
2013. University of Málaga
- ★ **1st place Digital Art competition**
2001. Euskal Encounter 9. Bilbao, Spain
- ★ **1st place 64kb intro competition**
1999. Euskal Encounter 7. Bilbao, Spain
- ★ **3rd Amiga Demo competition**
1998. Assembly. Helsinki, Finland



FEATURED

EXPERIENCE

2014
PRESENT

GOLDEN RACE

Virtual Sports Cross-Platform Solutions (Gaming)

Lead Product Designer / Head of Design / Head of Marketing

Golden Race is a company specialised in Virtual Sports & Betting Solutions for the Gaming Industry. I'm focused in offering the best gaming experience and one of my main goals is to create a realistic and authentic betting experience for players and customers.

Responsible for the creation of the design department from scratch with multidisciplinary artists where we have worked both in all parts of marketing (web, advertising, social media, ...) as well as in the creation of all their cross-platform new products (TV, smartphones, desktop, terminals, ...) with a great visual aspect and an authentic user experience.

2014
PRESENT

UNIVERSITY OF MÁLAGA

and Junta de Andalucía, EADE, Medac, ...

Master Degree Programs Teacher

Professor in different business schools: Applied Creativity with Photoshop and Illustrator, Social media, Wordpress, Customer loyalty and other subjects related to design and online marketing.

2012
2015

SOCIAL TOTEM

Entrepreneurship Project

Founder / CTO

Personal Project. Spin-Off award winner at the University of Málaga. Founder and responsible of creating, communicating, and implementing Social Totem vision, mission, business development and overall direction.

2007
PRESENT

CREALIDAD

Interactive Digital Agency

Founder / CEO / Product Manager

Creative direction and Product Design of many freelance projects with my own clients. Specialized in interactive graphic design, UX/UI and online marketing. We produce identity, graphic design, online marketing and video games/apps.

2003
2011

GEXTECH / VSOFT CO

Videoslots, Mobile & Virtual Sports solutions (Gaming)

Art Director

I created videogames and apps for Virtual sports, mobile, interactive tv and videoslots. I set up a new art department from scratch where we grew to be a team of 22 designers between Malaga and Barcelona.

2001
2003

ANTENA 3 / FUTURA INTERACTIVA

Videogames, Web and Interactive Product Design

Lead Artist / UX-UI Designer

Graphic designer and videogame artist for many online games and promotional websites. Level 51 was an internet project with an innovative multiplayer online game platform.



EDUCATION

HIGHLIGHTS

2021

Design Thinking Guide for Professionals

Udemy

2019

User Experience

Future Learn (Accenture)

2017

Product Design (UX Alliance)

UX Learn - TorresBurriel Studio

2012
2011

MBM Master in Business Marketing

University of Málaga

2006

Web Accesibility

Fundetel

2002

Web Design (Macromedia certification)

Adams Studies Center

2001

Dreamweaver

Euclidex

2001

Web Design & Usability

University of Valencia