Juan Camilo Urbano
UX/UI Designer · Colombia

+ 57 321 856 3235
jcamilouc1@gmail.com

I am a multidisciplinary UX designer with expertise in interface design, user research, prototyping and design systems. My goal is to transcend expectations by creating user experiences that merge aesthetics with functionality.

TOOLSTACK

Figma

Sketch

Adobe Creative Cloud

Javascript

CSS

HTML

Slack

Loom

Framer

SKILLS

Interface Prototyping
Design Systems
User Flows
Wireframes
Prototype
Mockups
User Reserch
Frontend Development

EDUCATION

Javeriana University
Business Managment,
Sep 2020 – May 2023

Sergio Arboleda University
Technical technician in
programming,
Sep 2021 – Dec 2022

SOCIAL

LinkedIn.com/in/juan-camilo-urbano/

https://camilou.netlify.app

Behance.net/juancamilo56

EXPERIENCE

Mid UX/UI Designer · Clientify
February 2024 – October

A job where I got a lot of recognition especially for my efficiency in designing interfaces tailored to the product. I learned a lot from many top people, learnings that I now use in my designs.

- I collaborated hand in hand with the design team for the construction of the design system.
- I met and used innovative and interesting ways to communicate with my coworkers.
- I was in constant communication with the development team.
- I was in constant feedback with stakeholders to ensure the quality and functionality of the digital product.

`Design Systems` `User Interface` `User Experience`

UI/UX Designer · Swiset
September 2023 — February

As a UX/UI designer at Swiset, I worked closely with the product and growth team to improve the user experience through new UI trends, user research, user journeys and documentation. I was responsible for creating and maintaining a consistent visual language across all digital products and ensuring a seamless user experience. My role also included implementing design systems, pattern libraries and style guides.

- Design the mobile and desktop version, being both responsive.
- I learned a lot about design systems and collaborated in the creation of a very complete one.
- I went deep into UI rules and patterns.
- I improved a lot both my technical and communication skills within the work environment.

`Design Systems` `User Interface` `Wireframes` `User Journeys`
`Documentation` `User Experience` `Style Guides`

Mid UX/UI Designer · LinkTic
Junio 2023 – September 2023

In this occasion I had the opportunity to work in a very complex governmental financial project called Fiduprevisora where I collaborated in building the design system and in different views.

- I collaborated hand in hand with the design team for the construction of the design system.
- I was in constant communication with the development team.
- I was in constant feedback with stakeholders to ensure the quality and functionality of the digital product.

`Design Systems` `User Interface` `User Experience`

UX/UI Designer · Funnel Chat
Freelance

This time I worked on a CRM for social media sales, I focused on improving the user experience with different tools and methodologies.

- Design different Dashboards focused on revealing metrics for decision making.
- Use different UX Research tools to improve user experience such as AB Testing and Benchmarking.

`User Interface` `UI Development` `User Research` `User Experience`

UI/UX Junior Designer · Marco
August 2022 – August 2023

During my time at Marco as a junior UI/UX designer, I experienced an enriching phase where I gained significant knowledge and contributed substantially to the product team. I faced several challenges, overcame them successfully and learned valuable lessons from each experience.

- Conduct several user investigations.
- I highlight the successful creation of a design system as one of my outstanding achievements.
- Significantly improve the user experience in several key respects.
- I maintained excellent communication with the development team to achieve a successful product.
- Design the mobile and desktop version, being both responsive.

`User Interface` `User Research` `Design Systems` `User Experience`

UI Developer · Picap
September 2022 – February 2023

In my first experience in the world of technology I learned how the workflow works, how to execute a good communication with all the other teams to achieve a highly agile and successful product, I also learned valuable technical skills of software development, which I used daily to improve and create new elements from the Frontend side.

`Software Development` `UI Development` `Frontend` `Agile Framework`