

JUAN QUINTERO

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Industrial Designer with 3+ years of experience in UX/UI, product development, and 3D modeling.

I am skilled in Figma, SolidWorks, Rhino, and Adobe Creative Suite.

Proven ability to lead projects from research to final product, with strong attention to detail and collaboration in multidisciplinary teams. Fluent in Spanish and English, currently improving French.

EXPERIENCE

Jan 2023 – Jun 2025 (Full time)

STRUCTURAL DESIGNER | NEWPRINT | Ottawa, Canada

- Designed and developed custom structural packaging using 2D/3D CAD tools, tailored specifically for each customer. (Artios CAD / Illustrator)
- Produced 3D visuals and product samples for client presentations and social media.
- Collaborated with production team, digital printing, shipping and managed purchase orders for tools and materials for the final product manufacturing. (EPMS / Helpscout / Shipstation)

Nov 2021 – Apr 2022 (Full time)

UX DESIGNER | CASATORO S.A | Bogotá, Colombia

- Applied Design Thinking to improve customer experience at Mazda dealerships focused on the post purchase service mainly to identify current pains of the service experience.
- Conducted user interviews and field observations to identify the pain points of the experience and generate an action plan keeping on mind the constraints of the brand and feasibility.
- Created user journey maps, empathy maps and prototypes to find the insights along the customer experience.

Mar 2020 – May 2021 (Full time)

PRODUCT DESIGNER | PROYECFORMAS LTDA | Bogotá, Colombia

- Developed customized furniture solutions through client site visits.
- Produced technical drawings, 3D models, and presentations for the commercial team. (Inventor / Keyshot / Illustrator)
- Managed content for social media aligns with the product line requirements.
- Company's portfolio creation, from the rendering to the editorial design, showcasing all the product benefits.

Mar 2020 – May 2021 (Part time)

3D PRINT DESIGNER | TALLER ANKA | Bogotá, Colombia

- Created product designs for 3D printing, optimizing material use and cost.
- Managed brand identity and social media presence.

Mar 2020 – May 2021 (Part time)

GRAPHIC DESIGNER | ANA VALENTINA FUNDATION | Bogotá, Colombia

- Assist with the creation of social media posts to increase the foundation's audience of potential volunteers and donors.
- Creation of carousels, videos and social media content under the COVID time to promote food donations to low-income families in the city.
- Design Stationary elements as leaflets, banners and t-shirts.

EDUCATION

2021–2022 /COURSERA – ONLINE

SPECIALIZATION IN UI/UX DESIGN | California Institute of the Arts

- Research and context analysis for digital solutions
- Prototyping, wireframing and testing process
- Agile methodologies / iteration

2021 / NATIONAL UNIVERSITY OF COLOMBIA - ONLINE

COURSE: UX BASED PRODUCT AND SERVICE DEVELOPMENT

- UX Principles
- Research and testing methodologies
- Figma prototyping

2014–2020 / NATIONAL UNIVERSITY OF COLOMBIA

BACHELOR'S DEGREE IN INDUSTRIAL DESIGN

- Principles of ergonomics, material and production processes and aesthetic principles.
- Design methodologies, history and design trends
- Cocreation, user center design, research and project documentation.

DIGITAL SKILLS

- Prototyping (Figma, Wireframes)
- 3D Modeling (SolidWorks, Rhino, Blender, Keyshot)
- Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere, Lightroom)
- Packaging Design (Artios CAD)
- HTML, CSS, JavaScript (basic knowledge)
- Photography & Video editing

DESIGN SKILLS

- UX Research & Design thinking
- Prototyping
- User Centric Design
- Recursion
- Service Design
- Empathy

LANGUAGES

- English Advance
- Spanish Native
- French Basic