

NATALIA BERMUDEZ WALLIS

UX/UI Designer & Front-End Developer



Calle 7B# 78C-44, Bogotá, 110821,
Colombia



+ (57) 3194532089



wai51927@gmail.com
natanataber@gmail.com

ABOUT ME

I am a UX/UI Designer and Developer, dedicated to creating business-oriented digital experiences that are intuitive, engaging, and focused on inclusive accessibility. I build tools that add value to the client's final experience.

In my free time, I enjoy puzzles that sharpen my problem-solving skills and board games that inspire my personal projects. I stay up to date by learning new tools and programs that strengthen my technical and creative competencies.

EDUCATION

BACHELOR'S DEGREE IN INTERACTIVE DESIGN

Universidad Jorge Tadeo Lozano/
Bogotá/
2025

Specialization in Video Game Design

LINKS

Behance:
<https://www.behance.net/nataliabermude3>

LinkedIn:
<https://www.linkedin.com/in/natalia-bermudez-wallis>

LANGUAGES

ENGLISH

FRENCH

WORK EXPERIENCE

SEGETIS S.A.S.

Bogotá

Jan. 2025 - Jul. 2025

Internship

- Designed and developed two user-centered web platforms for agribusiness brands, and redesigned one existing website.
- Implemented both platforms using **React** and **WordPress**, integrating **Firebase** and applying **UX/UI** methodologies.
- Redesigned a website using **WordPress**.
- Coordinated with multidisciplinary teams.
- Improved website usability and **SEO** structure through optimized layout and semantic **HTML**.
- Prioritized project goals effectively and met delivery deadlines.

Projects:

- <https://www.behance.net/gallery/243033881/Web-Site-TOBIAS-BPA>
- <https://www.behance.net/gallery/243399619/E-Commerce-CS-Agribusiness>
- <https://www.behance.net/gallery/243536131/Redesign-Segetis-SAS>

PROJECTS AND RESEARCH EXPERIENCE

ZONAR PROJECT - INNOVATION HUB (IDÉRATES + U. JORGE TADEO LOZANO)

Bogotá

Aug. 2024 - Dec. 2024

Undergraduate Student

- Presented at the **DOMO LLENO 2024** event (Planetarium of Bogotá).
- Created and developed an immersive and interactive installation with the ZONAR team for the Zenú indigenous group.
- Implemented a wireless connection system between mobile devices and the planetarium server, enabling real-time interaction using **C# - Unity**.

Project:

<https://domolleno.gov.co/hub-innovacion/>

PROJECT WITH MALOKA - U. JORGE TADEO LOZANO

Bogotá

Jul. 2024 - Dec. 2024

Undergraduate Student

- University project Universo Maloka for client **Maloka**, Colombia's first interactive science museum.
- Researched, designed, and developed a mobile app that includes a **3D map** of the museum, informative content, and mini-games related to the museum's exhibits.

Project:

<https://www.behance.net/gallery/242883175/Maloka-Universe>

REFERENCES

ING. WILLIAM RODRÍGUEZ GARCÍA

Segetis S.A.S.
T: 3175388465
E: gerencia@segetis.co

SILVIA BUITRAGO

Universidad Jorge Tadeo Lozano
T: 3003159987
E: silvia.buitrago@utadeo.edu.co

HACKATHON -
(IDARTES + U. JORGE
TADEO LOZANO)
Bogotá
Oct. 2023 - Oct. 2023

Undergraduate Student

- Designed and developed *Mitos del Hermano Mayor*, a project based on the mythology of the Wiwa indigenous community and presented to IDARTES.
- **Winner** of the Hackathon.
- Developed a mobile app, that includes myths, representative illustrations, and informative content.

Project:

<https://www.behance.net/gallery/242734497/Myths-of-the-Elder-Brother>

PERSONAL INFORMATION

Nationality
Colombian

RESEARCH GROUP -
SEMILLALAB (U. JORGE
TADEO LOZANO)
Bogotá
Aug. 2023 - Mar. 2025

Undergraduate Student

- Contributed to the project *No hay dolores menores* ("No Pain Is Too Small"), which explored community co-design for transmedia storytelling aimed at social change focused on children's mental health.
- Participated as a speaker in university research group conferences hosted by **Universidad de La Sabana (2023)** and Universidad Jorge Tadeo Lozano (2023).
- Participated in the **2024 International Image Festival** with the interactive installation **A través de las grietas** ("Through the Cracks"). The piece used kinetic energy generated by hand cranks, captured and processed using **Arduino** and **Unity**, to project the audiovisual content. I was responsible for implementing the audio component of the installation.

Project:

<https://nohaydoloresmenores.com>

SKILLS

Teamwork Responsibility Leadership Time Management

UI Design UX Design Methodologies Full Stack Development

Game Development Front-end Back-end SEO

TOOLS AND LANGUAGES

GIT HUB Figma Android Studio Unity Unreal Engine

React JavaScript Kotlin C# HTML CSS