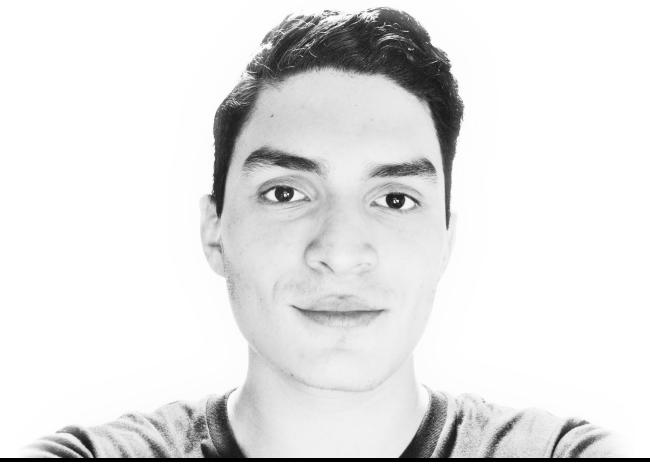


# Carlos H. Castilla Orozco.

Interaction Designer & Sociologist



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## About Me

Interaction Design and Sociology student with a passion for designing human and community-centered technologies and experiences. Driven by theory and quantitative/qualitative research. I enjoy working with interdisciplinary teams to create digital products that meet users' expectations and needs. My background in Interaction Design and Applied Social Science allows me to understand context and culture to paint a broader and localized picture, providing key tools and methods for understanding the relationship between people and digital technologies.

## Work and Research Experience

### ○ Teacher's Assistant - Icesi University Jan 2019 - Dic 2019

**Role:** Designing instructional material and overseeing students in the research, conceptualization and development of services and technologies for organizations in Colombia's public sector, under guidance of professor Javier Aguirre PhD., Interactive Media Design Director.

**Course:** Integrating Project I

### ○ Icesi University - Research Assistant Jan 2018 - Nov 2019

**Role:** Compiling, sorting and synthesizing information for Juan Jiménez García, PhD.

**Team:** Department of Design and Innovation, Universidad Icesi, Colombia.

**Project:** Understanding Total Hip and Knee Replacement recovery experiences in low income elderly patients.

### ○ Icesi University - Research Assistant July 2017 - Nov 2019

**Role:** Research, sort, and synthesize information regarding the state of the art in the relationship between Design and Social Sciences for Mauricio Guerrero MA., Digital Communications Major Director.

**Team:** Sociology of Design Research Group, Department of Law and Social Sciences, Universidad Icesi, Colombia.

### ○ Boken - Junior Web Designer Jan 2016 - Nov 2017

**Role:** Designing and implementing web pages using Wordpress as a CMS.

## Publications

### ○ Design Research Seminar - RAD Sep 17-2018

Castilla Orozco, C. H. y Jiménez, J. C. (2019) Implementación de soluciones informáticas en Colombia: entendiendo los retos desde el sur global. La investigación en la disciplina del diseño: una mirada para contribuir con la discusión. ISSN: 2665-4180 p.133 – 142 v.1

## Education

### ○ Universidad Icesi

Jan 2014 - Now

BS. in Interactive Media Design with a focus in Human Computer Interaction, User Research and Front-End Development

**Cumulative GPA 4.2**

### ○ Universidad Icesi

Jan 2016 - Now

BA. in Sociology with a focus in Quantitative Methods

**Cumulative GPA 4.2**

## Skills

### ○ User Experience Research (UX)

*Understanding and translating users context and needs into usable and useful products.*

### Mixed Methods Social Research

*Application of a myriad of methodologies and methods, both of Quantitative and Qualitative nature, as a mixed and novel approach to social research.*

### ○ Front-End and UI Design

*Development and design of high and medium fidelity prototypes based on user research.*

## Tools

### ○ Design Toolkit IDEO

### ○ Adobe Creative Suite

### ○ Javascript - ReactJS

### ○ R

### ○ SPSS

### ○ Figma

## Languages

### ○ Spanish

### ○ English