David Alfonso López

Profile

Designer and architect passionate about creativity, problem-solving, and user-centered design. My professional journey has allowed me to grow as a consultant specializing in UX/UI design and motion graphics. I bring expertise in user research, graphic design, and 3D modeling, combined with strong consulting and client management skills. I specialize in crafting impactful visual solutions, functional interfaces, and meaningful experiences that create connections and solve real-world problems.

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David López
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Achievements

Honors Thesis

Pontifical Javierian University / Bogotá

Graduation project selected for merit due to outstanding performance and high grades.

Environmental Award Competition GEMAS 2020

Ultracem

The "Digital Landscapes" project was selected to represent the university in the GEMAS 2020 competition.

120 Hours Competition

Oslo School of Architecture and Design

Special mention in the 2022 edition of the 120 Hours competition.

Aval Pay Center Platform Redesign

NTT Data - Europe & Latam

Key role in the redesign of Colombia's largest transactional platform.

Experience

2023 - Present

UX/UI DESIGNER

NTT Data - Europe & Latam

I have specialized in UX research and interface design, also contributing to projects in consulting, VR application development, graphic and advertising design, and the creation of digital twins. Some of my standout projects at NTT Data include:

DX - Virtual Office Surtigas and GdO

Date: 08/26/2024 - Present

Development of a transactional web portal focused on user self-management, involving research activities such as workshops, user interviews, and benchmarking of industry platforms. Designed user experience and interface proposals, ensuring intuitive and functional solutions based on thorough analysis and research. Collaborated on design validation and coordinated requirements among multiple stakeholders involved in the project.

DX - SURA Portals Refactor

Date: 05/07/2024 - 07/31/2024

Content migration of the sura.co portal to the DXP Liferay platform, ensuring proper visualization, responsive functionality, and SEO optimization. Implemented layout strategies, adjusted URLs, and contributed SEO data in compliance with Suramericana's guidelines.

DX - Assessment UX/UI AvalPay

Date: 01/01/2024 - 04/30/2024

Redesign of the user experience for the Aval Pay Center portal, covering the entire process from initial research to the creation of interactive prototypes. Contributed to user testing, wireframe development, design proposals, and final prototypes using techniques such as tree tests and Maze. Optimized the user experience and directly validated results with the client.

Education

Bachelor's Degree in Architecture

Pontifical Javierian University / Bogotá

2017 - 2022

Informal Education

Google UX Design Professional Certificate

Coursera

Fundamentals of Programming and Web Development

Platzi (Digital School)

Unique Interface Design Course

Platzi (Digital School)

How to Design for Accessibility: for UX Designers (WCAG 2.2)

Udemy

Technique and Art – Studio Lighting

Zona Cinco (Film and Photography School)

Languages

English

C1

Spanish

Native

Americas Digital Experience - Digital Twins

Date: 08/23/2023 - 12/31/2023

Development of a digital twin in virtual and augmented reality for hydrocarbon processing plants, integrating real-time data and immersive platforms such as Oculus and HoloLens. Created 3D models and textures using Blender, optimized the user experience through Unity, and collaborated with multidisciplinary teams to ensure functional and visual solutions, delivering efficient implementation in industrial environments.

DX - Banco Caja Social Portal Migration

Date: 09/18/2023 - 01/13/2024

Redesign of the Banco Caja Social public portal, including content migration to Adobe Experience Manager. Contributed to design definition, quality assurance, and interface development aligned with new business objectives.

DX - Assessment UX/UI Portal AvalPay

Date: 06/20/2023 - 12/22/2023

Redesign and migration of the Colmena Fiduciaria portal to Adobe Experience Manager, ensuring consistency across content, design, and user experience. Led user research activities, created templates in Figma to define the new look and feel, and managed a smooth transition during content migration.

2022 - 2023

Junior Architect

Construcciones Castañeda SAS

Responsibilities included on-site supervision for residential projects in Bogotá, Tabio, and La Calera; creation of 2D and 3D representations and renderings; preparation of budgets and commercial proposals; and client relationship management.

2022

Pre-Professional Internship

Famisanar EPS

Developed 2D and 3D representations, designed, maintained, and enhanced service spaces while managing user relationships for one of the largest health promotion companies in Colombia.

2018 - 2019

Representation

Construcciones Castañeda SAS

Developed 2D plans and perspectives for a housing unit in La Calera, oversaw the remodeling of the fifth floor and roof of the Military Housing Fund, and contributed to the design of a contact center for Americas VPS.

2016

Construction Resident

Construcciones Castañeda LTDA

Oversaw the remodeling of the fifth floor for Andi Rent SAS under the guidance of architect William Villamil. Responsibilities included activity management, timeline control, quality assurance, material procurement, and advising on finishes.

Competencies

- Goal-Oriented
- Proactivity
- Technical Skills
- Teamwork
- Attention to Detail
- Adaptability

Interests

- 3D Modeling
- Animation
- Music
- Visual Design
- Motion Graphics

References

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Skills

Technical Knowledge

3D Modeling	Blender Grasshopper Sketchup Zbrush Rhino	
Rendering	Vray Twinmotion Cycles Unreal Engine Lumion	
Autodesk Software	Autocad Revit	
Adobe Suite	Photoshop Illustrator Adobe XD Figma Premiere Pro InDesign After Effects Audition Substance Painter	
Office Suite	Power Point Word Excel Publisher	
GIS Software	ArcGis Google Earth	
Development	HTML 5 CSS JavaScript (Intermediate) Python (Basic)	

Traditional Techniques

Dry Media:	Graphite Colored Pencils Markers Charcoal Pastels
Wet Media:	Watercolors Oil Acrylic
Model Making:	Cardboard Acrylics Wood Metal