

# CURRICULUM VITAE

//résumé

## Background.

Visual / UI designer. He has a special interest in User Centered Design studies, User Interfaces and design pieces narrative power. From digital retouching software management to interactive visual projects development. Truly passionate about interaction design, especially on products aesthetically and formally emphasized to reach innovation and capable of providing great user experiences.

## Discovery.

He has a strong interest in visual design, UI production projects and high impact communication assets. From conceptual universe down to wireframing, prototyping, mockuping and production, he has designed mobile and tablet interfaces, web environments, digital campaigns and interactive installations. Also skilled in front end development, with 5+ years of experience developing web interfaces.

# MAYCK CUELLAR

[28 YEARS]

PRODUCT · COMMUNICATION · INTERACTION  
CURRICULUM VITAE · 2020  
BOGOTÁ · COLOMBIA

## CONTACT

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Location Bogotá D.C., Colombia.

## PORTFOLIO

[mayckths.github.io](https://mayckths.github.io)



## EDUCATION



2008

INSTITUTO ALBERTO MERANI  
School



2014

UNIVERSITY OF THE ANDES  
Designer



2017

UC SAN DIEGO  
(Distance learning program)  
interaction Design Specialist



Currently

IDF  
UI Patterns  
Course certificate

# PROFESSIONAL EXPERIENCE

FROM 2012 UNTIL 2020

**Visual designer · Full Time** · june 2019 to present

HUGE

Designing product UI and web for confidential projects on Accuweather and Google.

**UI / Visual designer · Full Time** · June 2015 to June 2019

Bizagi // [www.bizagi.com](http://www.bizagi.com)

Responsible for creating design solutions for the London headquarter. Such as Mock-ups and final designs production for landing pages and marketing deliverables. Maintenance, design and development of the main website, working close to webmasters, CRM managers, field marketing managers and CMO. Design and development of email templates. Creating design guidelines and working with UX designers to set standards.

**UX / UI designer · Projects** · august 2018 to june 2019 · 8 months

Ekoomedia Arquitectos

Evaluation, study and design of big tactile and VR interfaces that are fully integrated with Web/Unreal engines, working close to the engineering team to create solutions for construction companies across the country.

**UX / UI designer · Full Time** · april 2015 to june 2015 · 3 Months

Hogaru // [www.hogaru.com](http://www.hogaru.com)

Design work for different areas of the company, creating solutions for user interaction and digital interfaces. Design and development of 2015's webpage.

**UI / Graphic design · Projects** · january 2012 to decemeber 2014 · 3 years

Graficoop CTA. // [www.graficoop.com.co](http://www.graficoop.com.co)

Visual design for printing products, mailing design, HTML and CSS developing of the webpage, digital interactive solutions for the company's clients. Packaging and folding design.

**Service and package design · Workshop** · march 2014 to may 2014 · 5 months

Cinnabon

Packaging design developed on the "Innovation Workshop" class, directed by Silvia Helena Lleras and Rafael Augusto Vesga. The packaging proposal was presented to Cinnabon's corporate manager -Felipe Giraldo- and the Colombian brand managers.

**Product planning designer · Trainee** · june 2013 to december 2013 · 7 months

General Motors Colombia · Colmotores [Bogotá, Colombia]

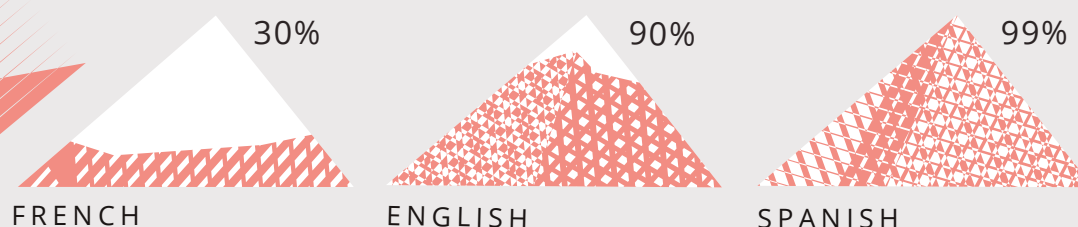
Ideate solutions and processes for future products -until 2019 in Colombia and Ecuador.

**Web design and Branding · Project** · january 2013 to march 2013 · 12 months

EUCREATES · Jordi Folck // [www.eucrates.eu](http://www.eucrates.eu)

Web interface design, developing and maintenance. Identity design for the European Creativity School.

## LANGUAGES




# SKILLS

## PROFESSIONAL



- DIGITAL / GRAPHIC DESIGN
- MOCKUPS / WIREFRAMES
- RESPONSIVE UI
- HTML/CSS
- INTERACTION DESIGN
- BRANDING
- 3D MODELING



- PHOTOSHOP / ILLUSTRATOR
- SKETCH / FIGMA / XD
- PRINCIPLE
- ABSTRACT / GITHUB
- INDESIGN
- INVISION

## DIGITAL

# EXHIBITIONS & PUBLICATIONS

Publication of digital art project -AQUA-.

Published on magazine and Instagram. ISSUE 005.

**INK Zine. Huge. [Distributed worldwide from Brooklin, 2019]**

Publication of graphic project "thepoisonproject" and "The Fundamentals"  
Featured article and cover of magazine.

**SCIO Magazine. [Bogotá, 2017 and 2018]**

Final university project: "Manifestaciones". Interactive installation. Obtained the highest grade. Published on "La fabrica" design book.

**Universidad de los Andes. [Bogotá, 2014]**

Publication of photographic series "Nómadas", "Exquisito", "Retratos de luz" and "Copy Paste" in the book "La fábrica No. 3".

**Universidad de los Andes, [Bogotá, 2014]**

Illustrations project exhibition: "Cuerpo en remojo" and "El beso".

**Galería Guay. [Bogotá, 2014]**

Photography series exhibition as best design projects: "Nómadas", "Exquisito", "Retratos de luz" and "Copy Paste".

**Universidad de los Andes. [Bogotá, 2013]**