CURRICULUM VITAE
//résumé

I'm a Product designer specialized in Visual and Interaction Design. Often working on digital products aesthetically and formally focused on reaching innovation and delivering meaningful user experiences for users around the world.

I'm passionate about UI, UX and motion design. I've designed digital products for mobiles, watches, TV, VR, tablet, websites, and interactive installations. Also skilled in front-end development with professional experience in HTML and CSS.

I've been working for more than 9 years as visual designer, crafting products, experiences and websites for Huge INC, Google, Accuweather, Bizagi, Berkeley University, General Motors, Cinnabon, and Novo Platform, among others.

I'm also a RARE With Google delegate from their Leadership Academy '22. I created a 3D image for 260 days everyday back in 2020. I did an interaction design specialization in the UC San Diego, California. And of course, I love Colombian coffee!

PRODUCT · COMMUNICATION · INTERACTION
CURRICULUM VITAE · 2024
BOGOTÁ · COLOMBIA

MAYCK CUELLAR [32 YEARS]

CONTACT

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Location	Bogotá D.C., Colombia.
Open to	Remote - Hybrid work

PORTFOLIO

https://mayckdesign.xyz/

EDUCATION

2014
UNIVERSITY OF THE ANDES
DESIGNER

2017
UC SAN DIEGO
INTERACTION DESIGN SPECIALIST

2022
RARE BY GOOGLE
LEADERSHIP ACADEMY
DELEGATE

CURRENTLY
IDF
UI PATTERNS

PROFESSIONAL EXPERIENCE

2013 - 2024

Senior Product designer [July 2023 - Current]
Novo platform // www.novo.co // Remote work for NY Headquarters
In-house designer for WebApp and Mobile flows for the Product team. I redesigned the Signup flow, the onboarding experience and made revamps on several high impact features for web, tablet and mobile viewports. My work in the company involves research, ideation, wireframing, visual design, prototyping, iterating, and delivering to devs.

Senior UX/UI designer [February 2023 - July 2023]
BairesDev // www.bairesdev.com // Remote work for NY Headquarters
I led the design of software for Logitech in its first version, which will be launched in Beta for Windows teams by the end of this year. The team consisted of 2 designers, a product manager, and 5 developers.

Senior Visual designer [April 2019 - February 2023]
Huge INC. // www.hugeinc.com // Remote work for Bogotá and NY Headquarters
Design of products, websites, mockups, design systems, prototypes, and 3D images for projects at AccuWeather, Google Assistant, Chrome.com, Credit Acceptance Corporation, SumUX, Google for Education, With Google Built-In Auto, WearOS by Google, and Google TV.

Visual designer [June 2015 - April 2019]
Bizagi · Vision Software // www.bizagi.com // Hybrid work for London Headquarters
Responsible for creating design solutions for the London headquarters. Production of mockups and final designs in Illustrator, Photoshop, XD, InVision, and Sketch. Design and development of email templates in automation tools such as ClickDimensions and Marketo. Responsiveness testing, personalization, and rendering using Email on Acid. Editorial design. Front-end development and optimization (HTML, CSS, JS - SEO, vector image sprites, Hotjar, etc. - Joomla, Marketo, WordPress, ClickDimensions).

Front end · UX - UI Designer [April 2015 - June 2015]
Hogaru // www.hogaru.com // On-Site work based in Bogotá
Marketing designer responsible for web design, graphic design, and user experience design for the company's services. Proficient in various programming languages and SEO tools.

Intern for product planning [June 2013 - December 2013]
General Motors Colombia // Colmotores // On-Site work based in Bogotá
Administrative processes and providing feedback to the engineering department in collaboration with marketing for the planning of future Chevrolet products in Colombia and Ecuador from 2013 to 2019.

For an extended view of my work experience please check my linkedin at: https://www.linkedin.com/in/mayck69/

LANGUAGES

B1	C1	Native
FRENCH	ENGLISH	SPANISH
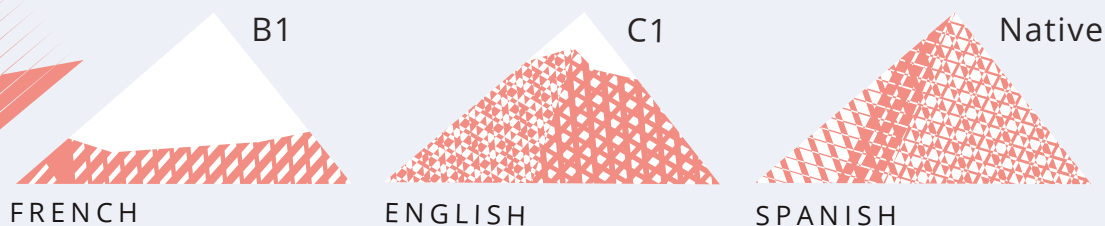
SKILLS

PROFESSIONAL

RESPONSIVE DESIGN
WIREFRAMES
DESIGN SYSTEMS
PROTOTYPING
3D RENDER
HTML/CSS
RESEARCH

DIGITAL

FIGMA/SKETCH
PHOTOSHOP/ILLUSTRATOR
PRINCIPLE
AFTER EFFECTS
SPLINE
CINEMA 4D

EXHIBITIONS & PUBLICATIONS

Selected cover artwork for Revista Avenida
Magazine cover, article and instagram posts. 13th edition.
Revista Avenida. [Bogotá, 2022]

Publication of digital project -AQUA
Published on physical magazine and instagram. ISSUE 005.
INK Zine. Huge. [A nivel mundial desde Brooklyn, 2019]

Publication of graphic project "The Fundamentals" and "thepoisonproject"
Featured article. April edition.
Revista SCIO. [Bogotá, 2018 y 2017]

Final university project: "Manifestaciones". Interactive installation. Obtained
the highest grade. Publicated 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]