

# Santiago Cuadros Mateus

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## Professional Profile

Interactive Media Designer with experience in UX/UI and web development. Passionate about creating intuitive interfaces and innovative digital experiences. Skilled in tools such as Figma, React, TypeScript, HTML, CSS, and JavaScript. Experienced in Frontend development and digital product design in corporate sectors. Interested in further growth in UX and web development.

## Education

### Universidad Icesi

*Interactive Media Design*

August 2026

**Relevant courses:** UI Design System, Experience Creation for VR-AR, UX User Research

**Additional training:** Video Game Workshop in Unity – BIT Bogotá Institute of Technology

May 2021

## Work Experience

### Universidad Icesi – Donor Report (Cali, Colombia)

*Frontend Developer*

*September 2025- Present*

- Developed an interactive web application with React + Vite for managing and visualizing scholarship data.
- Implemented Excel file upload and processing, with flexible data field mapping.
- Created detailed student reports, including photo visualization and personalized profiles.
- Designed reusable components and a modern interface using TailwindCSS, ensuring an intuitive user experience.

### InnLab (Cali, Colombia)

*Backend & Frontend Developer*

*February 2025- Present*

- Currently developing an interactive survey to assess company status, automatically generating customized tables based on user responses.
- Integrated user authentication with Supabase, enabling secure access and efficient session management.
- Designed and implemented InnLab's official design system, ensuring visual consistency and accessibility across the interface.
- Built a system to generate and download Excel files with collected data, with automated results delivery via email.
- Optimized the business evaluation process by facilitating efficient data collection and analysis.

### **Ecopapel (Cali, Colombia)**

*Backend Developer*

*February 2025-March 2025*

- Implemented an internal task management system, allowing administrators to assign tasks to employees and track progress through observation logs.
- Developed backend logic using Python and Django, streamlining internal process management and automating workflows to improve operational efficiency.

### **Bancóldex (Cali, Colombia)**

*UX/UI Designer*

*September 2024-December 2024*

- Designed over 50 interfaces for financial platforms, prioritizing usability, accessibility, and visual consistency across user flows.
- Created interactive prototypes in Figma for user testing and design validation with stakeholders and technical teams.

### **TEApoyamos (Cali, Colombia)**

*Product Owner*

*March 2023-June 2023*

- Led a team of 4, coordinating communication between clients and the development team to ensure product requirements were met.

### **Corte del Sur (Cali, Colombia)**

*Customer Service*

*December 2021-January 2022*

- Assisted over 500 customers weekly, providing personalized guidance to enhance their in-store experience.
- Recorded personal data and service requests, ensuring an efficient service flow.
- Coordinated appointment scheduling and communicated requests to barbers and nail technicians through the internal system.

### **Skills & Interests**

**Technical Skills:** Figma, Canva, Web Development (React, TypeScript, JavaScript, HTML, CSS, Tailwind), Backend (Django, Python, PostgreSQL, Supabase, Firebase), Notion, 3D Modeling (Blender), Video Editing (Premiere Pro)

**Languages:** Spanish (Native), English (B2)

**Interests:** Physical training, Digital product development, Interactive design & video games, Basketball (Milo Cup Champion, Sports Excellence Medal), Soccer