

CURRICULUM VITAE

//résumé

MAYCK CUELLAR [30 YEARS]

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.

I'm passionate about UI, UX and motion design. I've designed 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 7 years as visual designer, creating products, experiences and websites for Huge INC, Google, Accuweather, Bizagi, Berkeley University, General Motors, Cinnabon, among others.

But there's more below the surface. I created a 3D image for 260 days everyday back in 2020. I did an interaction design specialization in the UC San Diego, California. I love coffee and I often try to discover new beer brands, cheers 🍷!

PRODUCT · COMMUNICATION · INTERACTION
CURRICULUM VITAE · 2022
BOGOTÁ · COLOMBIA

CONTACT

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PORTFOLIO

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EDUCATION



2014

UNIVERSITY OF THE ANDES
Designer



2017

UC SAN DIEGO
Interaction Design Specialist



Currently

IDF
UI Patterns
Course certificate



Currently

UDEMY
Masterclass in Cinema 4D
Course certificate

PROFESSIONAL EXPERIENCE

FROM 2012

Visual designer · may 2019 to february 2021

Senior visual designer · february 2021 to current

Huge INC.

Crafting interfaces, experiences and design systems for:

- Accuweather @ App redesign (2019)
- Google @ Assistant Website lead VD and Chrome.com redesign team (2020)
- Google @ SUMUX - Google Assistant for mobile, smartwatches and Google TV (2021)
- Huge INC. @ Fresh From The Oven (2020-2022)
- Credit Acceptance Corporation @ Banking app UX & UI design (2021)
- Google @ Google TV website redesign, WearOS website redesign and With Google Built In for Cars website design (2022)

UX/UI designer · Full Time · june 2015 to may 2019

Bizagi // www.bizagi.com

Responsible for creating design solutions for the London headquarter. Mock-ups and final designs production on Illustrator, Photoshop, XD, InVision, Sketch. Design and develop email templates on ClickDimensions and Marketo automation tools. Testing them for responsiveness, customization 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).

Interaction designer · august 2018 to january 2019 · 6 Months

Ekoomedia INC.

Interaction and Visual Design consulting, designing solutions for large touchscreens and VR experiences for different projects commissioned by multiple Colombian construction companies.

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

Hogaru // 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.

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

General Motors Colombia · Colmotores [Bogotá, Colombia]

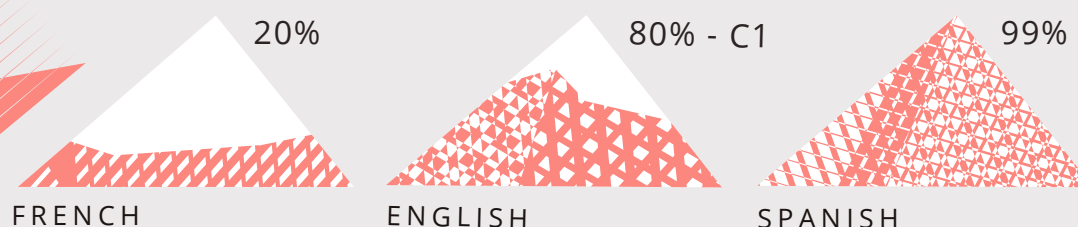
Ideate solutions and processes for future products -until 2019 in Colombia and Ecuador-, working close to the Engineering and the Marketing Department.

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

EUCREATES · Jordi Folck

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

LANGUAGES



SKILLS

PROFESSIONAL



- RESPONSIVE DESIGN
- MOCKUPS/WIREFRAMES
- DESIGN SYSTEMS/STICKERSHEETS
- PROTOTYPING
- MOTION
- HTML/CSS
- 3D MODELLING



- FIGMA/SKETCH
- PHOTOSHOP/ILLUSTRATOR
- PRINCIPLE
- INVISION
- AFTER EFFECTS
- CINEMA 4D

DIGITAL

EXHIBITIONS & PUBLICATIONS

Elected 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. [Worldwide from Brooklin, 2019]

Publication of graphic project "The Fundamentals". Featured article. April edition.
SCIO Magazine. [Bogotá, 2018]

Publication of graphic project "thepoisonproject". Featured article and cover of the magazine. April edition.
SCIO Magazine. [Bogotá, 2017]

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]