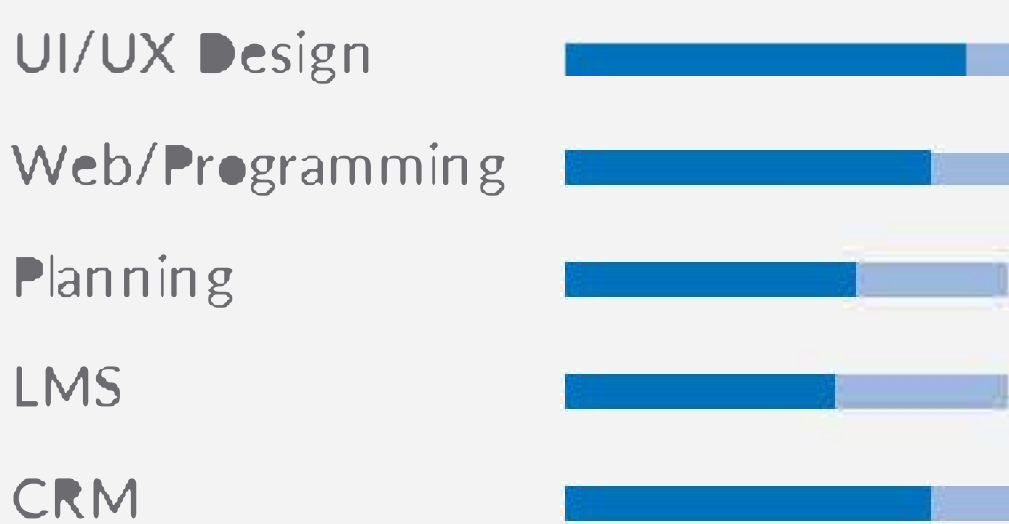## SOMETHING OF WHO I AM

My curiosity and love for tech keep me on the cutting edge of the latest milestones. I leverage these insights to deliver creative and effective solutions. As a self-taught enthusiast, I've cultivated a comprehensive, multidisciplinary approach to my work. I'm always on the hunt for new knowledge and challenges that allow me to grow and improve professionally.

ABOUT I KNOW

- UI/UX Design
- Web/Programming
- Planning
- LMS
- CRM

I am
Juan Diego Gómez Peña
UX/UI Designer

in · Bē

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Cali
Colombia

ACADEMIC JOURNEY

2015 - 2019
Universidad de Bogotá Jorge Tadeo Lozano
Interactive Design

2009 - 2012
Fundación Academia de Dibujo Profesional
Graphic Design

MOST RECENT WORK EXPERIENCE

Media Designer   **October 2021 - Now**
Universidad de San Buenaventura - Cali
My work spans a wide range of responsibilities, from interface design and creating engaging materials for academia, to pedagogical adaptation and instructional design for personalized or corporate training. I also manage projects and product design. I've collaborated with the educational team in creating multimedia resources to support the online teaching and learning process, and I actively participate in the evaluation and continuous improvement of the quality of the courses and programs offered.

Semi-Senior Designer   **October 2020 - July 2021**
Vectorial Agencia - Cali
Managing the CMS WordPress, creating websites and landing pages for clients like the Cámara de Comercio de Cali, Banco W, Colombina, and Boats4U were some of my responsibilities. I was also in charge of creating content for social networks and corporate email campaigns for each client, which allowed me to develop skills in the field of digital marketing. I also did audiovisual editing and 2D animation for various applications on websites and social networks.

Designer   **February 2019 - July 2019**
Atomic Studio - Bogotá
I was part of a tight-knit team at a game development agency, where I had the opportunity to work on innovative and challenging projects. My responsibilities included web design and maintenance, graphic design, social media management, 2D animation, video editing, sound design, and user interface design. This experience allowed me to develop a comprehensive view in the field of game design, as well as teamwork skills, collaboration, and adaptation to the constant changes of a creative and dynamic environment.

SOMETHING ELSE

Bicycle	DAO
Minimalism	Blockchain
Technocracy	IA
Dogs and cats	IoT
Pantheism	XR