

JUAN F. GUTIERREZ

Product Designer & Interaction Designer

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Product Designer passionate about creating intuitive, accessible, and impactful digital experiences that solve real user problems. Experienced in leading the end-to-end design process, from user research and information architecture to wireframing, prototyping, and implementation, transforming complex requirements into elegant, user-centered solutions. With a strong technical background in software development and interactive technologies, I bridge the gap between design and engineering to build products that are both functional and delightful. Organized, collaborative, and detail-oriented, I enjoy working closely with multidisciplinary teams to deliver meaningful experiences that create value for both users and businesses.

AREAS OF EXPERTISE

TECHNICAL SKILLS	Product Design UX/UI Design User Research User Interviews Information Architecture User Flows Wireframing High-Fidelity Prototyping Interaction Design Design Systems Usability Testing Figma Adobe Creative Suite HTML & CSS JavaScript C# C++ Python Unity Unreal Engine Agile Methods: SCRUM & JIRA
SOFT SKILLS	User-Centered Thinking Problem Solving Collaboration Communication Empathy Critical Thinking Stakeholder Management Systems Thinking Adaptability Organization Attention to Detail Leadership

EXPERIENCE

Head of Technology & UX, E-lectiva Remote - Part Time	February 2026 - Current
Led the digital strategy, product design and technology development of the firm's platform end-to-end. Owned the full UX/UI process from research and information architecture to high-fidelity prototyping in Figma, translating every design decision directly into a functional, accessible and performant web product. Established the complete technical infrastructure, external service integrations, and digital visibility strategy, including technical SEO, web analytics and search engine positioning, building an organic acquisition channel that directly supports business growth.	
Developer and Design Intern, Runic Dices Entertainment Remote - Full Time	September 2025 - January 2026
Collaborating on the development of Nanokings, a pixel art Action-RPG, by implementing gameplay systems in Unity (C#), improving the codebase, and debugging features. Also contributing to game design and UI/UX.	
Marketing Content Assistant, Yamaha - Metrobikes S.A.S. Bogotá, Colombia - Full Time	September 2021 - December 2021
- Assisted in reviewing and refining advertising copy and written promotional materials. - Ensured consistency of tone, messaging, and linguistic quality across marketing assets. - Supported communication clarity for customer-facing materials.	

EDUCATION

CHALMERS UNIVERSITY OF TECHNOLOGY (Gothenburg, Sweden)	August 2026 - June 2028
MSc, Interaction Design and Technologies.	
UPPSALA UNIVERSITY (Visby, Sweden)	August 2023 - June 2026
BA, Game Design and Programming.	
PONTIFICIA UNIVERSIDAD JAVERIANA (Bogotá, Colombia)	January 2021 - June 2023
BSc, System and Software Engineering.	

LANGUAGES

Spanish (Native) • English (Fluent) • Italian (Fluent) • French (Basic) • Swedish (Basic - Currently Learning) • Ukranian (Basic)

PUBLICATIONS & CERTIFICATIONS

PUBLICATIONS

- Electiva (2026) | Product Designer & Developer | [Electiva.co](#)
- M.I.C.R.O. Graphics Engine (2025) | Developer | [GitHub](#)
- Speakeasy (2024) | Game & Creative Direction | [Steam \(25.000+ Downloads\)](#)

CERTIFICATIONS

- IxDF Certifications (The Interaction Design Foundation) | [LinkedIn](#)