

# NATALIA BERMUDEZ WALLIS

## UX/UI Designer & Front-End Developer



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### ABOUT ME

I am a UX/UI Designer and Developer, dedicated to creating business-oriented digital experiences that are intuitive, engaging, and focused on inclusive accessibility. I build tools that add value to the client's final experience.

In my free time, I enjoy puzzles that sharpen my problem-solving skills and board games that inspire my personal projects. I stay up to date by learning new tools and programs that strengthen my technical and creative competencies.

### EDUCATION

#### BACHELOR'S DEGREE IN INTERACTIVE DESIGN

Universidad Jorge Tadeo Lozano/  
Bogotá/  
2025

Specialization in Video Game Design

### LINKS

Portfolio:  
nathbw.github.io/  
NataliaWallisPortafolio/

Behance:  
<https://www.behance.net/nataliabermede3>

LinkedIn:  
<https://www.linkedin.com/in/natalia-bermudez-wallis>

### LANGUAGES

ENGLISH

FRENCH

### WORK EXPERIENCE

Freelance  
Bogotá  
Sep. 2025 - Jan. 2026

#### Redesign and reconceptualization of cultural website

- Supported the UX restructuring of the dashboard, optimizing navigation and information clarity.
- Contributed to the UI redesign of the website, implementing reusable tokens to ensure visual consistency and scalability.

SEGETIS S.A.S.  
Bogotá  
Jan. 2025 - Jul. 2025

#### Internship

- Designed and developed two user-centered web platforms for agribusiness brands, and redesigned one existing website.
- Implemented both platforms using **React** and **WordPress**, integrating **Firebase** and applying **UX/UI** methodologies.
- Redesigned a website using **WordPress**.
- Coordinated with multidisciplinary teams.
- Improved website usability and **SEO** structure through optimized layout and semantic **HTML**.
- Prioritized project goals effectively and met delivery deadlines.

#### Projects:

- <https://www.behance.net/gallery/243033881/Web-Site-TOBIAS-BPA>
- <https://www.behance.net/gallery/243399619/E-Commerce-CS-Agribusiness>
- <https://www.behance.net/gallery/243536131/Redesign-Segetis-SAS>

### PROJECTS AND RESEARCH EXPERIENCE

ZONAR PROJECT - INNOVATION HUB (IDÉRATES + U. JORGE TADEO LOZANO)  
Bogotá  
Aug. 2024 - Dec. 2024

#### Undergraduate Student

- Presented at the **DOMO LLENO 2024** event (Planetarium of Bogotá).
- Created and developed an immersive and interactive installation with the ZONAR team for the Zenú indigenous group.
- Implemented a wireless connection system between mobile devices and the planetarium server, enabling real-time interaction using **C# - Unity**.

#### Project:

<https://domolleno.gov.co/hub-innovacion/>

PROJECT WITH MALOKA - U. JORGE TADEO LOZANO  
Bogotá  
Jul. 2024 - Dec. 2024

#### Undergraduate Student

- Project Universo Maloka for client **Maloka**, Colombia's first interactive science museum.

## REFERENCES

### ING. WILLIAM RODRÍGUEZ GARCÍA

Segetis S.A.S.  
T: 3175388465  
E: gerencia@segetis.co

### SILVIA BUITRAGO

Universidad Jorge Tadeo Lozano  
T: 3003159987  
E: silvia.buitrago@utadeo.edu.co

## PERSONAL INFORMATION

Nationality  
Colombian

### HACKATHON - (IDARTES + U. JORGE TADEO LOZANO)

Bogotá  
Oct. 2023 - Oct. 2023

### RESEARCH GROUP - SEMILLALAB (U. JORGE TADEO LOZANO)

Bogotá  
Aug. 2023 - Mar. 2025

- Researched, designed, and developed a mobile app that includes a **3D map** of the museum, informative content, and mini-games related to the museum's exhibits.

#### Project:

<https://www.behance.net/gallery/242883175/Maloka-Universe>

#### Undergraduate Student

- Designed and developed *Mitos del Hermano Mayor*, a project based on the mythology of the Wiwa indigenous community and presented to IDARTES.
- **Winner** of the the Hackathon.
- Developed a mobile app, that includes myths, representative illustrations, and informative content.

#### Project:

<https://www.behance.net/gallery/242734497/Myths-of-the-Elder-Brother>

#### Undergraduate Student

- Contributed to the project *No hay dolores menores* ("No Pain Is Too Small"), which explored community co-design for transmedia storytelling aimed at social change focused on children's mental health.
- Participated as a speaker in university research group conferences hosted by **Universidad de La Sabana (2023)** and Universidad Jorge Tadeo Lozano (2023).
- Participated in the **2024 International Image Festival** with the interactive installation *A través de las grietas* ("Through the Cracks"). The piece used kinetic energy generated by hand cranks, captured and processed using **Arduino** and **Unity**, to project the audiovisual content. I was responsible for implementing the audio component of the installation.

#### Project:

<https://nohaydoloresmenores.com>

## SKILLS

Teamwork

Responsibility

Leadership

Time Management

UI Design

UX Design Methodologies

Full Stack Development

Game Development

Front-end

Back-end

SEO

## TOOLS AND LANGUAGES

GIT HUB

Figma

Android Studio

Unity

Unreal Engine

React

JavaScript

Kotlin

C#

HTML

CSS