

JUAN CAMILO BOLAÑOS

INTERACTION DESIGNER · AI SYSTEMS & AUTOMATION

Medellin, Colombia

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Summary

Interaction Designer specialized in creating digital experiences and systems that combine research, AI, and technology. Experienced in taking projects from problem exploration through prototyping, validation, and production.

Education

Universidad EAFIT

2022 - 2026

B.A. in Interaction Design

Graduated. Cumulative GPA: 4.73/5.0. Highest score on the Saber Pro exam in the program.

Experience

Alico S.A.S BIC

July 2025 - December 2025

Innovation Intern

Medellin, Colombia

- Designed a virtual reality training prototype in Unity for plant operators, reaching 65% of the workforce, based on interviews with three departments within the company. Validated it with 9 employees, achieving a 4.9/5 satisfaction rating.
- Designed the workflow for a platform that generates packaging renders from the client's logo, with a brand vision form and n8n automation connected to the Leonardo API.
- Automated administrative tasks through GPT assistants and n8n workflows connected through APIs to internal data sources, centralizing processes and reducing manual work.
- Facilitated co-creation sessions using Design Thinking to identify cross-departmental needs and develop collaborative solutions.

Industrial Drink's

February 2026 - May 2026

Interaction Designer (Freelance)

Medellin, Colombia

- Designed and launched the bar's operational management system: a QR menu with 172 products, order-taking through the waitstaff dashboard, and management of 26 tables, developed with Next.js and Supabase with AI assistance.
- Identified accidental orders generated from customers' mobile phones and redesigned the service model together with the managers, iterating on the solution over several months of real-world use.

Projects

I-Homotic · Digital Strategy for a Home Automation Company

January 2026 - May 2026

Research and Interaction Design

- Participated in all stages using Design Thinking and service design. Defined the website's interactive elements, including a savings calculator, visualizer, and 3D map.
- Conducted 15 interviews, PESTEL analysis, and a competitive benchmark. Validated the proposals through 39 sessions with 17 participants, achieving a 4.8/5 rating for intent to schedule a consultation.
- Implemented Microsoft Clarity to analyze real visitor behavior after launch, beyond moderated sessions.

Following the Blue Trail

January 2025 - May 2025

Design and Prototyping Lead

- Led the design of a temporary interactive installation proposal about the fauna of the Aburrá Valley for children aged 8 to 11: an 8.5 × 9.75 m walkthrough with four touchscreen displays, documented in an installation specification sheet with a budget.
- Built two functional prototypes of the content: one using physical buttons and another using gesture recognition. Compared them through tree testing with 10 participants, achieving 80% success with buttons versus 50% with gestures.

Skills & Languages

- Research & Evaluation:** semi-structured interviews, focus groups, surveys, usability testing, tree testing, cognitive walkthrough
- Design & Ideation:** Design Thinking, service design, information architecture, interaction design, agile methodologies
- AI Systems & Automation:** conversational agent design, prompt engineering, process automation, API and webhook integration
- Prototyping, IoT & 3D:** functional prototyping, IoT, computer vision, modeling, texturing, animation and rendering, AI-assisted web development
- Tools:** Figma, n8n, Microsoft Clarity, Hotjar, Unity, Blender, Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro), ClickUp, GitHub
- Languages:** Spanish (native); English (C1); French (B2); German (A2)