

# I am Camilo Mahecha,

a passionate Senior Product Designer with **15+ years of experience** designing and scaling digital products used by millions of users.

I have worked across big tech, marketplaces, and global brands such as **Apple, Google, IBM, and Mercado Libre**, collaborating with cross-functional teams at companies including **Huge Inc, Elephant, Globant, and Zemoga**.

I focus on building thoughtful **product experiences, robust design systems, and scalable solutions** that align user needs with business goals. I'm also highly curious about emerging **design languages & tools, technologies** and I actively incorporate AI into my workflow for ideation, asset creation, rapid prototyping, and experimentation.

## Skills

Figma, Photoshop, Illustrator, After Effects, Principle, Prototyping tools / Product Design, Visual Design, Design Systems, Responsive & Adaptive Design, Concept Development, Cross-functional Collaboration

## Education

Sep 2007 - Oct 2009

### LaSalle Collage International

Computer Graphics, Animation and Multimedia



## About me

Colombian

[camilomahecha.com](http://camilomahecha.com)

[dribbble.com/camahes](https://dribbble.com/camahes)

[linkedin.com/in/camahes](https://linkedin.com/in/camahes)

## Languages

Spanish - Native

English - Fluent

## Interests

Music

Travel

Coffee

Photography

Design & Art

Football/Soccer

**cm.**

# Work experience

## Mercado Libre, Inc

Dec 2024 - Present

### Sr. Product Designer

Currently contributing significantly to the design and evolution of multiple internal products, collaborating with cross-functional teams to improve workflows, usability, and design consistency across the organization.

I'm also deeply involved in the redesign of the core marketplace app, contributing ideas and design solutions across the product experience – including user flows, visual language proposals, interface design, micro-interactions, animations, asset creation, and high-fidelity prototyping. I actively incorporate AI-assisted workflows to create assets, prototype interactions, and support UX decisions. My work helps shape a more cohesive, scalable, and engaging product experience for millions of users.

## Google - Via Huge, Inc

Oct 2020 - Nov 2024 (4y · 2m)

### Sr. Product Designer

Contributed to the design of multiple Google products and platforms, collaborating closely with design, product, and engineering teams to deliver high-quality, user-centered experiences.

Worked on concepts and interfaces for the Google Home app, the Android website, Pixel Watch, Android Auto, and Google Chrome, as well as interaction design details and motion for select features. Played a key role in the creation and systematization of multiple design systems, contributing components, patterns, and visual guidelines to ensure consistent and scalable product experiences across teams.

Additionally, contributed to cross-team design initiatives and exploratory concepts across the Google ecosystem, supporting ongoing product evolution and design experimentation.

## **Globant**

April 2017 - Oct 2020 (3y · 7m)

### **Sr. Visual Designer**

Worked across several high-impact projects, collaborating with multidisciplinary teams to design and evolve digital experiences for large-scale clients. Participated in Design Sprints and Design Thinking initiatives, including projects developed in partnership with IDEO.

Contributed to the creation and standardization of design systems and atomic design frameworks for digital banking products for Openbank, as well as industrial automation platforms for Rockwell Automation, helping establish consistent and scalable visual languages across teams. Additionally, supported internal knowledge-sharing initiatives and design showcases, contributing to cross-team learning and design culture growth.

## **Apple** - Via Elephant

April 2016 - Sep 2016 (6m)

### **Sr. Visual Designer**

Worked on the design of Apple's Newsroom, the platform used to communicate official news and press releases to media worldwide. Contributed to the creation of multiple graphic assets and visual pieces for press articles, ensuring clarity, consistency, and high visual quality across releases.

Collaborated closely with world-class art directors, creative teams, engineers, and press stakeholders, gaining deep exposure to Apple's design culture and standards. Also contributed to the development of Kandinsky, an internal system designed to export visual assets across multiple formats and sizes without loss of quality, improving efficiency and consistency across teams.

## **Huge, Inc**

Nov 2015 - Apr 2017 (1y · 6m)

### **Sr. Visual Designer**

Led visual design execution for multiple client projects, ensuring high-quality deliverables aligned with Huge's design standards. Contributed to the improvement of creative processes while collaborating closely with multidisciplinary teams.

## **Outline2Design**

April 2015 - Nov 2015 (8m)

### **Sr. Visual Designer**

Designed digital solutions for international clients such as Anchor, Dubai Parks and Resorts, Landstar, and Fab Cars, working with distributed teams worldwide to deliver consistent, high-quality visual experiences.

## **Enigmind**

April 2014 - Nov 2015 (11m)

### **Art Director**

Oversaw creative direction for agency projects from concept to delivery. Led visual and experience design efforts while supporting pitches and creative proposals for new client acquisition.