

Camilo Andrés Cardona

Architect - Graphic Designer - Tattoo Artist

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PROFESSIONAL PROFILE

Project Lead & Art Director with a dual degree in Architecture and Graphic Design. Expert in the strategic management of creative and multidisciplinary teams (40+ collaborators), focusing on digital transformation and operational efficiency. International track record (Switzerland, Australia, Colombia) directing complex projects in architecture, branding, UX, and editorial design, achieving quantifiable improvements in accessibility and user satisfaction. Proven ability to articulate creative vision with technical execution, workflow optimization, and the implementation of emerging technologies (AI) in creative, corporate and academic environments.

ACADEMIC ENGAGEMENT

2000 - 2012	Technical High School Diploma in Graphic Design / Colegio Técnico Class I.E.D.
2013 - 2018	Bachelor of Arts (B.A.) in Graphic Design / Universidad Nacional de Colombia
2019 - 2023	Bachelor of Architecture (B.Arch.) / Universidad Nacional de Colombia
2023	UI/UX Design Specialization / California Institute of the Arts
2026 - Current	Master's Degree MBA / Universidad Internacional de La Rioja

Academic Exhibitions	2013. XXIII Graphic Design Salon . Universidad Nacional de Colombia.
	2019. Victims: A Work by John Hejduk . Universidad Nacional de Colombia.
	2021. Industrial Architecture I - Mills . Universidad Nacional de Colombia.

Guest Speaker	2024. Carachas! Housing System . Master of Architecture (M.Arch.) in Housing UNAL
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SKILLS

Adobe Creative Suite	Illustrator, Photoshop, InDesign, XD, Premiere Pro, Acrobat
Architectural Drafting & BIM	AutoCad, ArchiCAD (BIM), Revit (BIM)
3D Modeling & Visualization	SketchUp, Rhinoceros, Twinmotion, 3Ds Max
Microsoft Office	Word, Excel, Power Point
Design & Specialized Tools	Fontlab, Calibre, Figma, Hotjar
AI & Digital Productivity	ChatGPT, Gemini, Notion, Notebook, Gamma, Fliki

OTHERS

Lenguajes	Italian (B2), English (B2) & Spanish (Native).
Competence	Tattoo Artist, Calligraphy, Lettering, Fine Arts Drawing.

Work Experience

EXPERIENCE

- JUN 2026 - Present

Graphic Designer & Artworker

HH Global. Bogotá, Colombia

As a detail-oriented Artworker, I ensure the flawless execution of design concepts by translating them into high-quality, production-ready assets across both print and digital formats. My focus is on technical precision and the delivery of accurate, commercially focused multi-channel artwork.
- AGO 2026 - Present

University Lecturer:
Graphic Design Program

Corporación Unificada Nacional de Educación Superior CUN. Bogotá, Colombia

University Lecturer for the Graphic Design Program at CUN (Evening Shift), teaching courses within the Computer-Aided Design and Expressive Resources tracks.
- SEP 2024 - JUN 2026

Educational Innovation & Transformation
Lead (LITE) – Graphic Design Program

Corporación Unificada Nacional de Educación Superior CUN. Bogotá, Colombia

As Educational Innovation and Transformation Lead (LITE), I direct and coordinate a multidisciplinary faculty team under the Operations Directorate, ensuring strategic alignment and academic quality for the Graphic Design program at a national level. Simultaneously, I lead the implementation of innovative strategies through the integration of Artificial Intelligence into educational processes, adapting the academic curriculum to the current market's disruptive demands. My management included the national coordination of the Internships and Career Services department, where I led a team of 40+ collaborators and impacted the professional experience of 25,000 students nationwide.
- JUN 2024 - AGO 2024

Lead Graphic Designer & Finished Artist

DFLOW: Technical Agency & Product Lab. Melbourne, Australia

Responsible for the workflow within the Print Services Department, collaborating with intercontinental clients to deliver high-quality production solutions. Core responsibilities included graphic design, artistic layout, artwork retouching, pre-flighting, prepress planning, and print estimation. Accountable for meeting strict project deadlines, performing technical pre-flight audits on supplied artwork, and preparing all visual materials to ensure 'Print Ready' status.
- JUL 2023 - FEB 2024

Art Director & UX Designer

International Ergonomics Association - IEA. Geneva, Switzerland

Redesigned the brand identity and developed a corporate identity manual that improved accessibility by 35% for individuals with low vision and color blindness. These new design elements were successfully implemented in a comprehensive project that guaranteed equitable perception of forms and colors for more than 10,000 users with and without visual impairments. Additionally, I developed the association's sitemap, identifying and resolving over 25 interaction and usability issues, which resulted in a 40% increase in user satisfaction and a more intuitive, efficient navigation experience.
- MAR 2024 - NOV 2024

Graphic & Editorial Designer

Centro Editorial Facultad de Medicina - UNAL. Bogotá, Colombia

Executed 20+ multiplatform editorial projects, including the layout and design of both print and digital books, and managed the serial publication of over 200 articles for the 'Revista de Salud Pública' at the Universidad Nacional de Colombia. I was responsible for designing graphic and print assets to promote and disseminate these projects across faculty web platforms and other media outlets. Additionally, I played a key role in the creation, coordination, and management of the editorial center's social media channels, successfully increasing online presence to over 1,000 followers and enhancing effective communication with our audience.
- ABR 2020 - FEB 2024

Graphic Design Student Assistant