

CONTACT

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Quindio, Colombia

EDUCATION

Coderhouse

Degree in UX/UI Development

02/2024 - 01/2025

- Photoshop and Illustrator
- UX/UI Design
- Advanced UX/UI Design
- Web Development

COURSES

English Language Course

Colombo Americano 11/2024 - Present

Prototyping Course

Coderhouse - 06/2024 to 08/2024

SKILLS

Figma · UI Design Tools · Adobe Illustrator ·
Adobe Photoshop · HTML5 and CSS3 (Basic)

LANGUAGES

SPANISH **Native** ●●●●●

ENGLISH **Intermediate** ●●●●●

MAROLIN HOLGUIN

UI DESIGNER | VISUAL SYSTEMS AND INTERACTION DESIGN

SUMMARY

UI Designer with a strong background in UX/UI design, proficient in tools such as Figma, Adobe Illustrator, and Photoshop. Experienced in redesigning digital platforms with a focus on social causes and well-being, applying usability principles, visual design, and interactions to enhance user experience. Crafts digital interfaces for web and mobile, integrating component systems, information architecture, and interactive prototypes. Known for creating functional, clean, and visually consistent products, always striving to transform ideas into meaningful solutions.

EXPERIENCE

Gatitus Foundation - Website Redesign Project

08/2024 - 11/2024

Advanced UX/UI Design

- Conducted a heuristic analysis and usability testing to identify navigation and accessibility issues in the original website.
- Redesigned information architecture and user interface, implementing a clear and accessible visual system.
- Streamlined donation and adoption flows through user-centered solutions.
- Developed the website from scratch using HTML and CSS, applying responsive design principles.
- The redesign improved navigation experience and aligned the platform with the foundation's social objectives.

Marofit - Web Platform Project

06/2024 - 08/2024

Prototyping

- Designed a digital platform focused on women's well-being, integrating personalized training, e-commerce, and subscription services.
- Developed branding, information architecture, design system, and navigable prototype.
- Applied UX research, usability testing, and defined the MVP from the ground up.
- Achieved an attractive and structured visual experience aimed at active women.

FitMentor - Mobile App Project

03/2024 - 06/2024

UX/UI Design

- Designed a mobile app for personal trainers, focusing on routine planning, client tracking, and communication.
- Developed a comprehensive visual system with reusable components, following iOS Human Interface Guidelines.
- Created user flows, wireframes, and interactive prototypes in Figma.
- Delivered a functional, clear, and visually coherent interface, optimizing mobile user experience.