


Ricardo Orozco Osorio

Product Designer (UX · UI · Systems · Data · AI)


 Barranquilla, Colombia

 Open to relocation or hybrid work

 ricardo.orozco1986@gmail.com

 rickorozco.co

 linkedin.com/in/ricardo-orozco-41635542

 English: C1

Profile

Product Designer with more than 15 years of experience in digital design, and the last 10 focused on user experience, interface design, and product strategy.

I've had the opportunity to lead diverse teams and collaborate with engineers, PMs, and global stakeholders to shape digital solutions that scale and bring real value to people.

My work combines system thinking, technical understanding, and empathy for users, always aiming to make every product useful, clear, and enjoyable.

I currently lead the UX/UI team at Qrvey, an embedded analytics platform for SaaS companies, where I've designed complex data workflows, interactive dashboards, and a design system that supports visual consistency and development efficiency.

In parallel, I developed Gymyan (iOS + AI) — a conversational fitness coach powered by artificial intelligence, created as a way to explore how technology can motivate and support people in their daily well-being.

Work Experience

Qrvey — Barranquilla, Colombia

UX/UI Lead Designer · *Aug 2017 – Present*

<https://qrvey.com>

- Lead the end-to-end product experience, from discovery to handoff.
- Design interfaces for data analytics, dashboards, and automation modules.
- Implemented a scalable Design System in collaboration with engineering, improving visual consistency and development speed.
- Participated in growth and product strategy with PMs, aligning UX with adoption metrics.

Zemoga Inc. — Bogotá, Colombia / Chicago, USA

UX/UI Designer · *Sep 2016 – Aug 2017*

<https://zemoga.com>

- Designed interfaces for web and mobile applications in fintech and e-commerce.
- Worked in design sprints with multicultural teams.
- Defined user flows and interactive prototypes for US-based clients.

Qrvey — Barranquilla, Colombia

Head of UX/UI Design · *May 2016 – Sep 2016*

<https://qrvey.com>

- Responsible for building the foundation of the UX/UI design area and creating the collaboration process between design and engineering.

Ideaware Co. — Barranquilla, Colombia

Creative Director · *Jan 2015 – May 2016*

<https://ideaware.co>

- Directed creative strategy for digital products for international startups.
- Supported discovery processes, information architecture, and UX conceptualization.

Sonovista Publicidad — Barranquilla, Colombia

Senior Web / Graphic Designer · *May 2009 – Dec 2014*

<http://sonovista.com.co>

- Designed and developed digital experiences for national brands.
- Worked on early UX/UI projects focused on interaction and visual storytelling.

Pintuven S.A. — Maracay, Venezuela

Graphic Designer · *Jul 2007 – Dec 2008*

- Designed advertising materials and corporate visual identity.

Education

Universidad Autónoma del Caribe — Barranquilla, Colombia

Bachelor's Degree in Graphic Design · 2003 – 2007

Torre Buriel — Madrid, Spain

Online Course in UX/UI Design · 2007

Instituto Meyer — Medellín, Colombia

Intensive English Course · 2001

Technical Skills

UX Research · Information Architecture · Wireframing · Prototyping · Interaction Design · Usability Testing · Design Systems · Data Visualization UX · HTML/CSS · Basic Python · Agile Collaboration · Figma · Jira · Notion