

Hi I'm *Victor M.* Creative Technologist



I'm a creative technologist with a passion for how digital interfaces shape human experience. My focus lies in designing intuitive, engaging, and aesthetically thoughtful user experiences. Drawing on experience with game development frameworks and immersive media, I explore how storytelling and spatial design can enhance navigation and user engagement. I approach UX/UI with curiosity, blending artistic freedom with technical precision to create experiences that are meaningful and accessible.

UX/UI Gamification Storytelling AR/VR
SVELTE UNREAL UNITY
Illustrator Figma Photoshop

01 Contact

Website
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02 Education

HCI - Master
Bauhaus Universität - Weimar
2021 - 2025

DESIGNER - emphasis in production
University of Los Andes - Bogota, Colombia
2011 - 2016

PHYSICIST
University of Los Andes - Bogota, Colombia
2009- 2014

03 Recognitions

Abschlussprojekt Stipendium
Bauhaus Universität - Weimar
Scholarship for outstanding final thesis project.
2024

Transmedia Storytelling Winners
Crea Digital - Bogota, Colombia
UX designer and APP developer in "Guardianes"
project by Critertec SAS
2019

VideoGames Honoric Mention
Crea Digital - Bogota, Colombia
UX designer and AR game developer in "Mimaco"
project by Critertec SAS
2018

Outstanding Design Degree Project
University of Los Andes - Bogota, Colombia
Thesis exhibited at Volarán event
2016

Awarded with the
"I WANT TO STUDY" scholarship
University of Los Andes - Bogota, Colombia
Scholarship for academically excellent students
2009

04 Experience

Front-end 3d Developer
Acameo - Tübingen
Built interactive 3D websites using Three.js and Vue.js,
optimizing real-time rendering and UX.
2025

Game developer
K5 Factory GmbH - München
Developed web-based and Kinect interactive games
using Unity, JavaScript, and custom shaders.
2024

VR developer
Igniti GmbH and Carl Zeiss AG - Jena
Created and desing a VR/AR maintenance training
apps focused on remote training of new operators.
2022 - 2023

UX/UI Designer
Watson Creative - Portland, USA
Designed responsive web interfaces in Adobe XD,
including information architecture, navigation flow, and
key visuals for companies and NGOs.
2021

FullStack Web Developer
Leal SAS - Bogota, Colombia
Developed front-end features using Angular for a
loyalty platform with 700+ brands.
2020

Educator and Developer
Critertec Educación SAS - Bogota, Colombia
Design educational experiences to empower teachers
and students as creators, developing virtual learning
objects with VR, AR, physical computing, and 360
content using UX/UI and design thinking.
2017-2020

05 Events

On the edge - TEI
18th International Conference on Tangible
Embedded and Embodied Interaction - Cork,
Ireland
Presented paper: "A Fair Game?": Using Narrative
Sensification and Embodied Metaphors for Awareness"
2024

Who owns the truth?
ARS ELECTRONICA - Linz, Austria
Designed and presented an interactive TouchDesigner
installation using conductive materials to explore links
between living and non-living systems.
2023

Mensch Und Computer - Facing Realities
Technischen Universität Darmstad
Student Volunteer
2022

Lange Nacht der Wissenschaften
Carl Zeiss AG - Jena
Led VR education sessions for children and families to
raise awareness about immersive technologies
2022

Online Reclaim futures Conference
Reclaim Futures - Online
Presented web-based pandemic video game with
Colombian art collective "Materia Inestable".
2020

06 Languages

English
Fluent - C1

German
Intermediate- B1

Spanish
Native

