

# Yerko Opazo Huichalao

+34 699 829 104 · yerko.opazo.h@gmail.com · portfolio: [thenewyerktimes.com](https://thenewyerktimes.com) · [www.linkedin.com/in/yerko-opazo-b3368b331](https://www.linkedin.com/in/yerko-opazo-b3368b331)

I design digital experiences that feel calm, engage the senses, and tell the truth. My work draws on cultural intelligence, critical thinking, and hands-on code and AI to close the gap between what a product looks like and what it actually means.

## Employment history

- **marmacultura** (MNAC) Information desk. 2026 May-now.  
(MACBA) Museum assistant. 2025 Nov-2026 April.
- **Lumiera.ai** (Remote) Digital Product Design Intern. 2025 August - Oct.
  - Brand identity
  - UX/UI & digital experience design.
- **HUNDHUND** (Berlin) Studio Assistant. 2019-2024.
  - Creative content for social media, community manager & web merchandiser.
  - Styling, photoshoot production assistant & trends researcher
  - Customer support, sales & studio manager.
- **PHILIP WIEGARD STUDIO** (Berlin) Artist Assistant. 2018.
  - administrative and artistic support & social media manager.
- **JOHNNY THEDORUS WIEKHART** (Utrecht) Artist Assistant. 2017.
  - set production assistant, administrative and artistic support & social media manager.

## Design skills

Interaction Design	Visual Thinking
UX/UI Design	Creative problem solving
Prototyping & Wireframing	Visual storyteller
Design Systems	Infinite curiosity
Visual Communication	Attention to detail
Brand Identity	AI-integrated workflows
User research	

## Languages

Spanish (Native) Catalan (Native)  
English C2 German B2

## Tool & Technologies

Python · JavaScript · Figma · Langflow · HTML · CSS · Claude Code · Three.js

## Soft Skills

Fast learner · Emotional intelligence · Teamwork · Adaptability · Decisive under ambiguity · Strong visual judgment · Honest self-assessment

## Selected Work

What Is Life? - Master thesis. Interactive game exploring ancestral and artificial intelligence. Elisava, 2025.

Graphic Recording in Illustrations - Live documentation of ideas through drawing for connectingbrains\*, 2025.