Yerko Opazo Huichalao

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I design identities and experiences that people feel before they understand, combining five years of helping to build a fashion brand from the inside with interaction design, code and AI.

Employment History

- **MAGMACULTURA (Barcelona)**

(DHub) Museum assistant. 2026 September-now.
(MNAC) Information desk. 2026 May-August.
(MACBA) Museum assistant. 2025 Nov-2026 April.

- **LUMIERA.AI (Remote)**

Digital 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.

Education

2024 - 2025 Master in Human Interaction and Artificial Intelligence at Elisava, Barcelona.
2015 - 2016 Erasmus program at Utrecht Universiteit, the Netherlands.
2014 - Curator and Exhibition Management Course at Arte Sostenible, Barcelona.
2012 - 2016 Art History at Universitat Autònoma de Barcelona (240 ECTS).

Design Skills

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

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.