



Felipe Muñoz

Product Designer

www.felipemunoz.co

[in @felipe-munozd](#)

[Be @munozfelipe](#)

[✉ fe.munoz66@gmail.com](mailto:fe.munoz66@gmail.com)

[☎ +57 313 466 7596](tel:+573134667596)

About me

I'm a Product Designer with a strong focus on building user-centered experiences through design systems, prototyping, and component creation. I enjoy turning complex problems into simple, intuitive solutions, and I'm hands-on with everything from documentation to user testing and UX research.

In my spare time, I like to dive into mobile game development, where I get to work on both the design and coding sides. It's a fun way to combine creativity with technical skills, and it keeps me learning and experimenting with new ideas.

Tools

+ 4 year

Figma

High level

+ 1 year

Unity

Mid level

+ 1 year

Rive

Mid level

+ 8 years

Illustrator

High level

+ 8 years

Photoshop

High level

+ 6 years

After Effects

High level

Education

UX / UI Basics

Crehana

Figma Prototyping

Crehana

Prototyping and user testing with Design Thinking

Crehana

Design Systems Principles with Figma

Crehana

Experience

Jobs

2025 - Current

Senior Product Designer @Slalom

helping clients turn ideas into meaningful digital products and solve complex business problems through user-centered design, strategy, and collaboration.

2025

Senior Product Designer @Hibrids

I design and optimize Coca-Cola's Loyalty platform (Coke XP), from early user flows to high-fidelity prototypes. I also contributed to the creation of the design system, ensuring compliance with client standards while delivering a seamless and engaging user experience.

2023 - 2025

Senior Product Designer @Botkeeper

I lead the design, maintenance, and implementation of the company's design system, ensuring consistency and scalability across the platform. I also collaborate on the design and integration of new features, enhancing the user experience and functionality.

2023

Product Designer @Huge | McDonald's

As a Product Designer for the McDonald's global mobile app, I am responsible for designing innovative and user-friendly experiences that enhance the customer journey. Collaborating with cross-functional teams. I lead the design of new features and interfaces that align with our brand and user needs.

2022 - 2023

Product Designer @Huge | Google

I work as a Visual Designer for the Google account, updating Tenor's website and app, more specifically creating a totally renewed experience for the users and creators of the platform.

2021 - 2022

Visual Designer @Zemoga inc | Walmart

I worked as a Visual Designer for the Walmart account, communicating continuously with stakeholders, copywriters, and producers to create diverse design modules, components and templates for the design system.

2018 - 2019

UX / UI Designer @House Control S.A.S

I designed the product House Control from scratch, understanding the needs of administrators on private residential complexes to help them manage the announcements and communication with residents.

2015 - 2016

UX / UI Designer @Pokerroom at Luckia

I worked alongside the product owner of PokerRoom at Luckia as a freelance designer to research, understand user personas, design, prototype, test, and program a mobile app