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Senior Product Designer

UX/UI, Design Systems

EXPERIENCE

Infragistics — Sr. UX/UI Designer

Remote · Full-time Aug 2023 – May 2026

- Designed product features across the Slingshot work-management platform — UX flows, UI, and interaction design from concept to developer hand-off.
- Re-architected its design system to be AI-ready — ~800 tokens in a four-tier model with an explicit Figma↔code mapping, so AI coding tools build on-brand and on-token.
- Set the human-in-the-loop governance: the AI proposes, the designer approves.

Argano — Sr. UX/UI Designer

Remote · Full-time Feb 2022 – 2023

- Design for US clients across mobile and desktop apps, responsive web, and WordPress.
- Built and documented a searchable brand asset library that became the team's single source of truth.

Landmark Hospitality — Full-Stack Designer

Remote · Contract Nov 2020 – Nov 2021

- Owned "Garlic Press," the company's internal-comms app — ran user interviews and usability testing to shape it.
- Designed marketing sites and brand artifacts: logos, brochures, decks, and social ads.

Infragistics — Sr. UX Designer

Hybrid · Uruguay · Full-time Sep 2015 – Oct 2020

- Designed "Slingshot" (slingshotapp.io) from concept to developer hand-off.
- Built the design system that kept it consistent and dramatically cut implementation time.

EDUCATION

Universitario Bios — Degree in Graphic Design

Uruguay 2004 – 2007

SKILLS

Design systems

UX / UI design

Design-to-code

Interaction design

Branding

Web design

TOOLS

Claude Code

Figma

GitHub

HTML + CSS

Illustrator

Photoshop

InDesign