

## Portfolio ↗ LinkedIn ↗

### ● Experience

#### UX UI Designer

April 2025 — Present  
HiSalud

- \* Design web and mobile experiences, taking into account technical constraints and existing guidelines for patients and professionals.
- \* Define user flows, information architecture, wireframes, and prototypes, prioritizing usability, accessibility, and visual consistency.
- \* Contribute to the evolution of the Design System, ensuring consistency across components and reusable patterns.
- \* Collaborate with developers and stakeholders in agile environments, iterating based on needs and feedback.
- \* Apply AI to design to optimize processes and timelines (development of a Figma plugin and other visual assets).

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#### Graphic Design Teacher

March 2018 — December 2020  
Instituto Técnico Adrián P. Urquía

- \* Taught Graphic Design classes to students in the Visual Arts track as part of the Education for Life and Work course.

### ● Education

#### Graphic Design

March 2012 — November 2017  
Colegio Universitario IES Siglo 21

### ● Courses

#### UI Camp: Winter Edition 2024 ↗

September 2024  
Service Design Club

#### Advanced UX UI Design ↗

April 2021 — July 2021  
Coderhouse

#### UX UI Design ↗

December 2020 — March 2021  
Coderhouse

### ● Skills

- \* Figma (components, variants, libraries)
- \* AI applied to design (Gemini, Codex, Claude)
- \* Wireframing and prototyping
- \* Interface design and visual design
- \* Design systems
- \* Agile environments
- \* Critical thinking
- \* Collaboration and teamwork
- \* Design handoff and documentation
- \* Continuous learning and improvement

### ● Languages

Native Spanish

CEFR C1 English ↗