

Ignacio Arrospide

Product Designer | Design Engineer

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PROFESSIONAL SUMMARY

Product designer with 4+ years of experience designing digital products end-to-end across iOS, Android and web, and building the design systems behind them. Sole designer on a geospatial real estate product for a team of 10. Trained in industrial design, now doing a Master's in Human Interaction and AI at Elisava. I work with AI-assisted workflows and write front-end code: I design, build and deploy my own tools and my portfolio site.

EXPERIENCE

Zaelot | Digital product consultancy

Product Designer

January 2025 – Present

UX/UI Designer

June 2024 – December 2024

UX/UI Designer, Intern

October 2022 – May 2024

- Product design inside client product teams, from UX architecture and interaction design to high-fidelity UI and developer handoff.
- Build and maintain design systems in Figma: components, design tokens, variables, naming conventions and documentation.
- Design data-heavy, map-based interfaces for real estate and geospatial platforms.
- Work daily with developers, product managers, QA and client stakeholders. Also designed for Zaelot's own website, presentations and internal products.

Revalo | Product Designer, end-to-end (iOS, Android, web) | revalo.io

Real estate intelligence platform built on Mapbox. Client project at Zaelot, 24 months.

- Joined to assist the lead designer, then worked as the sole designer for the last 18 of 24 months.
- Designed for a team of 10: 3 developers, 3 QA, a data architect, a delivery lead, a PM and a PO.
- Owned 9 feature areas: map interaction, parcel details (including an AI-generated parcel history), search, layers, login and onboarding, profile and settings, saves, Discover mode and geographic notes.
- Unified two loosely componentized Figma files into a single design language system, with a workspace that locks each screen when it is ready for development. Specs stopped needing interpretation.
- Learned Mapbox's customization limits and redesigned Discover mode around what the platform renders natively.

EWTN | Design Systems Designer, part time

Global media network with a large digital ecosystem. Client project at Zaelot.

- Audited the existing design system and delivered recommendations: scalable foundations, components, design tokens, variables, layer naming and component simplification.
- Systematized the product into reusable widgets and bound color, typography, spacing, radius and effects to variables across the file, roughly 22,000 bindings.
- Introduced an AI-assisted workflow to do it part time. Comparable componentization work on an earlier project took two full-time designers seven months.

Chime Central | UX/UI Designer | chimecentral.org

- One of two designers on a seven-month widget and componentization project: component architecture, naming conventions and implementation documentation.

INDEPENDENT WORK

Retícula | Generative visuals tool | nakadesign.co

- Designed and built a browser tool that generates interactive visual fields from presets. It runs live in the hero of my portfolio.

nakadesign.co | Portfolio site

- Designed, built and deployed the site in HTML, CSS and JavaScript, with Git and GitHub Pages, using an AI-assisted workflow.

Forte Travel | Product Design Collaborator | fortetrvl.com

- UX, visual design and product direction for a travel platform, from concept to interface definition.

EDUCATION

Master's in Human Interaction and AI | Elisava, Barcelona

In progress

Bachelor in Industrial Design, Product Profile | Universidad de la República, Uruguay

2021 – 2025

Thesis, co-authored: lighting for compact homes. User and expert interviews, a benchmark of seven smart lighting products and a layered lighting system concept for 30 m² apartments, with technology as an optional tier.

Selected projects: Museo Figari, a screenless interactive museum experience validated with user testing. Tesoro en el Modelo, an augmented reality experience for cultural heritage.

SKILLS

Design: Product Design, Interaction Design, UX/UI Design, Design Systems, Design Tokens, Variables, Component Libraries, Information Architecture, User Flows, Wireframing, Prototyping, Visual Design, Responsive Design, Accessibility, Developer Handoff, User Research

Platforms: iOS, Android, Web

Tools: Figma, Framer, Webflow, Spline, Mapbox, Adobe Illustrator, Adobe Photoshop, AI design and coding tools

Code: HTML, CSS, JavaScript, Git, GitHub

Ways of working: Agile, Cross-functional Collaboration, Systems Thinking, Workshop Facilitation

CERTIFICATIONS

Google UX Design, Coursera, 2023 | UX/UI Design, Coderhouse, 2022 | Photoshop and Illustrator, Coderhouse, 2022 | Certificate in Advanced English (C1), Cambridge, 2021

LANGUAGES

Spanish: Native | English: Advanced (C1)