

Daniel Delgado

Product designer

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[Link to website](#)

TRAINING

UX/UI Bootcamp

2022 - Ironhack Barcelona

Certificate in Digital Product design

2021 - The Hero Camp

Certificate of Proficiency in web design

2019 - Tadel Formació School

Certificate of Proficiency in multimedia product design

2018 - Tadel Formació School

Certificate in Higher Education in graphic design

2016 - Pau Gargallo Design School of Badalona

Certificate in Higher Education illustration

2015 - Pau Gargallo Design School of Badalona

HARD SKILLS

Product & user research
Rapid prototyping
Figma, Adobe XD, Miro
HTML, CSS, Javascript
Data visualization
Documentation skills
Design system management

SOFT SKILLS

Negotiation skills
Teamwork
Feedback promoter
Proactivity
Active listening

WORK

Product designer at Signaturit — 2022/Present

Achieved goals

- Improved and parametrized the perceived value of the Signaturit product, based on qualitative data gathered by enhancing platform loading times.
- Influenced as a product designer and DesignOps in the standardization of processes and ceremonies to improve the quality, productivity and agility of the product and development teams.
- Ideated new design patterns for advanced biometric data measurement platforms and successfully launched and validated a proof-of-life validation MVP.

Tasks

- ◆ Design operations, design system management, user interview and workshop conduction, fast prototyping, feature and hypotheses validation.

Product designer at 3D Digital Venue — 2019/2022

Achieved goals

- Innovated as a product designer in the redesign of user flows in the ticketing sales business on international scale markets (USA, LATAM, SEA).
- Influenced as a product designer and UX researcher to the ideation and design of the world-first digital tools for social distance management for sports and culture industry in the COVID-19 pandemic.

Tasks

- ◆ User research, product testing, data analysis and feature validation for sports and culture digital products.
- ◆ Ideation and creation of mobile and desktop apps prototypes and other UX artifacts such as wireframes, user journeys, or competitive audits.
- ◆ Creation and maintenance of design systems for products and internal tools in SaaS and B2B environments.

Freelance product design consultant — 2018/2022

Achieved goals

- Ideated as a product and visual designer successful solutions for brand design and product strategies with all range of clients, from small companies to public institutions.

Tasks

- ◆ Design strategies, feature validation, content audit, UX research, and visual consultancy in collaboration with company teams.