

# 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.