

uxdesignandres@gmail.com

+34 603 143 630

www.andresux.design

linkedin.com/in/andres-ux-designer

Valencia, Spain

Andres Lopez

PRODUCT DESIGNER & DESIGN ENGINEER

01 SUMMARY

Product designer and design engineer with 6+ years across B2B SaaS, cybersecurity and AI products. I build design systems that ship — from Darktrace's first system to OpenNebula's tokenised Figma-to-code pipeline — and deliver complex enterprise interfaces as working code rather than static handoffs.

02 EXPERIENCE

Product Design Consultant, OpenNebula

Apr 2025 – Present

Valencia, Spain

- Leading the redesign of Sunstone, OpenNebula's cloud management interface, covering navigation, resource views and detail drawers across 20+ resource types.
- Built the company's design system end to end: token architecture in Figma (light and dark modes), a published component library, and an automated pipeline that enforces tokens in code prototypes.
- Designed new product lines from zero to validated prototype, including OneLLM (AI inference management) and OneSlurm (HPC workload management).
- Ship high-fidelity, interactive HTML prototypes as the specification medium, closing the gap between design and engineering handoff.

Freelance UX Designer, Independent

Jul 2023 – Present

Spain

- Led UX redesign projects for generative-AI and mobile apps, achieving 40% lower drop-off rates and 28% faster task completion through data-driven interface optimisation.

AI Product Design Consultant, Vidext

Aug 2024 – Oct 2024

Valencia, Spain

- Designed AI-driven tools that generate brand style guides automatically from a user's logo and website, strengthening branding in generated videos.
- Led the design of the prompt-generation flow, increasing project completion rates by 20%.

Senior UX Designer (Freelance), Beatclap

Aug 2023 – Aug 2024

Valencia, Spain

- Revamped the Beatclap app, redesigning key features for usability and performance — a 30% increase in active users and a 15% boost in retention.

User Experience Designer, Darktrace

May 2021 – Apr 2023

Cambridge, UK

- Established the company’s design system and oversaw 3D and SaaS product design as lead designer.
- Led cross-functional product teams through development and launch; streamlined communication and timelines for a 55% uptick in on-time delivery.

User Experience Designer, Design Agency

Sep 2020 – May 2021

London, UK

- Played a key role in improving design-system consistency, reaching 100% adoption across teams.

03 EDUCATION

MA User Experience Design

2019 – 2020

Birmingham City University, UK

BA (Hons) Marketing Management

2016 – 2019

Wolverhampton University, UK

04 SKILLS

DESIGN SYSTEMS	Design tokens, token architecture, component libraries, light and dark theming, system documentation, design-to-code pipelines
PRODUCT & UX DESIGN	User research, usability testing, information architecture, wireframing, interaction design, prototyping, design-to-engineering handoff
DOMAINS	B2B SaaS, enterprise cloud management, cybersecurity, AI products, HPC, mobile
DESIGN TOOLS	Figma, XD, Miro, Balsamiq, Blender, Illustrator, Webflow, Zeplin, Origami, Rive, Unity, Spark AR, Midjourney, Unicorn.Studio
DESIGN ENGINEERING	HTML, CSS and JavaScript prototyping, design-token pipelines enforced in code, Figma MCP, Claude Code, hi-fi interactive prototypes as the specification medium
RESEARCH TOOLS	Maze, Dovetail, Hotjar, Marvin, UserZoom
COLLABORATION	Mattermost, Slack, Notion, Asana, Monday.com, Gantt charts