Andres Lopez

Product designer and design engineer

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Valencia, Spain

Summary

Product designer and design engineer with 6+ years in 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.

Experience

Product Design Consultant, OpenNebula

Apr 2025 - Present

Valencia, Spain

- Lead the redesign of Sunstone, OpenNebula's cloud management interface, across 20+ resource types: navigation, resource views and detail drawers.
- Built the design system end to end: token architecture in Figma (light and dark), a published library of 23 components, and an automated pipeline that enforces tokens in code prototypes.
- Ran a browser-based usability study of two labelling information architectures with 6 participants: 12/12 tasks completed with separate scopes versus 8/12 with a single tree.
- Designed OneLLM (AI inference management) and OneSlurm (HPC workload management) from zero to validated prototype.
- Specified 26 resource tables, 24 empty states and a status-tag system across 22 resource cards; designed the Hugo-based documentation site.
- Ship high-fidelity interactive HTML prototypes as the specification engineering builds from.

Freelance UX Designer, Independent

Jul 2023 - Present

Spain

- Led UX redesigns for generative-AI and mobile apps: 40% lower drop-off and 28% faster task completion.

AI Product Design Consultant, Vidext

Aug 2024 - Oct 2024

Valencia, Spain

- Designed AI tools that generate brand style guides from a user's logo and website; led the prompt-generation flow, raising project completion by 20%.

Senior UX Designer (Freelance), Beatclap

Aug 2023 - Aug 2024

Valencia, Spain

- Revamped the Beatclap music app, redesigning key features for usability and performance: 30% more active users and 15% better retention.

User Experience Designer, Darktrace

May 2021 - Apr 2023

Cambridge, UK

- As lead designer, established the company's design system and oversaw 3D and SaaS product design.
- Led cross-functional teams through development and launch, with a 55% uptick in on-time delivery.

User Experience Designer, Design Agency

Sep 2020 - May 2021

London, UK

- Improved design-system consistency, reaching 100% adoption across teams; dashboards and mobile apps for B2B clients.

Education

MA User Experience Design, Birmingham City University, UK — 2019 - 2020

BA (Hons) Marketing Management, Wolverhampton University, UK — 2016 - 2019

Skills

Design systems	Design tokens, component libraries, light and dark theming, documentation, design-to-code pipelines
Product and UX	User research, usability testing, information architecture, wireframing, interaction design, prototyping, handoff
Domains	B2B SaaS, enterprise cloud management, cybersecurity, AI products, HPC, mobile
Engineering	HTML, CSS and JavaScript prototyping, token pipelines enforced in code, Figma MCP, Claude Code
Tools	Figma, Webflow, Miro, Illustrator, Blender, Rive, Maze, Dovetail, Hotjar, Slack, Notion, Asana