

# Alonso Rosado

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Product Designer with **4+ years of experience** and a track record of shipping full products - from concept through live deployment - using an **AI-accelerated workflow**. Specialized in enterprise UI, design systems, and interaction design for data-rich platforms; fluent in Figma, Claude, Lovable, and live, functional prototypes that eliminate the gap between design and engineering handoff.

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## Experience

### Design Engineer, **IEEE**

August 2026 - Present

Leading UX design for the OneIEEE Education Learning Companion, IEEE's first AI-powered course-discovery chatbot for its global engineering community.

Established the project's UX process from scratch, authoring and driving **9 net-new user stories** (widget UI, conversational tone, error states, accessibility) into a backlog with no prior UX-specific coverage.

Designed a **9-screen error, fallback, and rate-limit system** spanning **5 failure categories**.

### Design Engineer, **Independent**

May 2025 - Present

Designing and shipping end-to-end product experiences for early-stage B2B SaaS tools and internal platforms, owning the full process from user research through live deployment.

Built and shipped **Crit**, an AI-powered interface audit tool that automates usability testing and design system compliance checks across live products.

### Product Designer, **Schoox**

February 2023 - May 2025

Led end-to-end interaction design and interface overhaul for a multi-tenant B2B SaaS **learning management system** serving millions of enterprise users.

Standardized the platform design system across **17 feature modules** in Figma, improving cross-functional consistency and accelerating how product and engineering teams shipped new features in agile sprints.

Re-architected the information architecture of complex navigation models, helping enterprise users move through deep organizational hierarchies without cognitive overload.

Designed a multi-tier gamified certification flow for major clients including **Sport Clips**, balancing high-fidelity visual design with WCAG accessibility compliance.

### Product Designer, **Aigent**

June 2022 - October 2022

Designed data-rich interfaces and data visualization components for a **real-time AI call analysis dashboard**, translating dense customer service transcripts into clean, scannable data points.

Established a **50+ component atomic design system** in Figma - built with interaction design patterns and auto-layout - to standardize UI and accelerate engineering delivery.

Worked directly with the engineering team in an agile environment to align component logic with frontend constraints, ensuring high-fidelity designs shipped without interpretation loss.

### Product Designer & Visual Designer, **Freelance**

June 2019 - May 2022

**DriveMy**: Conducted deep user research that exposed fatal flaws in a **\$200K on-demand chauffeur launch**, saving the client their full budget and redirecting them to a viable go-to-market strategy.

**ONTON**: Led competitive research and market analysis to surface product opportunities, pitched concepts to the executive team, and designed visual identity assets to support early-stage brand positioning.

**TAPA**: Executed a multi-platform content strategy across LinkedIn and Instagram that **grew TAPA's following by 81%** through strategic posting and audience engagement.

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## Skills

Figma, Design Systems, Interaction Design, Information Architecture, High-Fidelity Prototyping, Usability Testing, User Research, Accessibility (WCAG), Data-Rich Interfaces, B2B SaaS, End-to-End Product Design, Agile, Cross-Functional Collaboration, Claude, Lovable, Cursor, Codex, Vercel, GitHub, Trilingual (English, Spanish, French)

## Education

Hofstra University

September 2018 - May 2022

Dean's List