

PEDRO CARPIO PRODUCT DESIGNER*

*UX Research & Human-Centered Design · Environments with High Social Impact

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PROFESSIONAL SUMMARY

Solution designer with a background in **social sciences** and development. I lead digital products in challenging contexts where other designers rarely reach: prisons, rural communities, and educational institutions. 4 years of experience combining field research with high-fidelity prototyping in **Figma** through meticulous documentation and tested iterable implementations.

COMPETENCIES

UX/UI: User Research, Wireframing, Prototyping, Usability Testing, Design Systems, WCAG

Herramientas: Figma, AdobeXD, Miro, Jira

Understanding of development and marketing environments for effective cross-functional teamwork.

Methodologies: Agile, Scrum, Kanban, Design Thinking, Human-Centered Design

PROFESSIONAL EXPERIENCE

Product Owner, UX/UI | Laboratorio de Tecnologías Sociales - Simi | 2026 - Present

- Redesigned information architecture, technical architecture, and core user flows, boosting active users from 7,500 to over 10,000 in the **first month** without acquisition spend.

- Implemented a continuous UX research loop (interviews and retention analysis) alongside an agile developer backlog, **reducing usability complaints** by ~80% compared to historical baselines.

- Conducted a comprehensive audit of the institutional website and established the product roadmap for Q3.

Product Designer | QURI (Art Platform for Independent Creators) | 2025

- Designed from scratch the information architecture, user flows, and **high-fidelity prototypes** to seamlessly connect buyers with local artists.

- Translated the business requirement of protecting vulnerable creator incomes into concrete UI design decisions (payment structures, fee transparency, and artist profile trust indicators).

Product / UX Consultant | Instituto Cervantes Associate | 2025

- Led a team of 3 to conceptualize an LMS: **managed research**, PRD, FRD, and usability testing within a tight 6-week timeframe.

- Usability testing revealed that immediate commercial viability **required prioritizing an operational model** over technical development; this strategic pivot was accepted and adopted for launch.

UX Researcher Consultant | General Directorate of Penitentiary Regime | 2024

- Conducted highly **sensitive interviews** with correctional officers and operational staff to map the head-count process of 5,000 inmates at the San Pedro prison, identifying 3 critical friction points.

- Redesigned control flows integrating biometrics and NFC, validated with the technical team, projecting a reduction in head-count duration from 60 to 15 minutes.

UX/UI Specialist & Developer | Grupo GOIT | 2021 - 2022

- Co-led corporate **rebranding** and developed the **corporate website** using Angular, increasing online visibility and generating the company's first measurable digital leads.

Optimized **sprints in Jira** and automated internal technical processes using Python and Ansible, improving delivery speed by ~10% for banking sub-clients, Ende, and Alicorp.

RELEVANT CERTIFICATIONS

- Google UX Design - Research methodologies & low-to-high fidelity prototyping in Figma.
- Meta Front-End Developer - Front-end React, assuring communication with engineering teams.
- UI/UX Design (CALARTS) - Information architecture principles and UX design fundamentals.
- Social Impact & Public Policy (Univ. of Michigan) - Ethics and design for social impact.
- Scrum Master Certification - Backlog management and agile product methodologies.
- Adobe Graphic Designer - Branding, Typography and visual hierarchy applied to interfaces.

EDUCATION

- Foundations of Computer Science UMSS (2018 - 2020)
- Bachelor's in Social Work I UMSS (In progress - 1st Year)

LANGUAGES

- English: B2 level certified by Università di Napoli.
- Spanish: Native speaker.

qr.porkusillo.site/uiux-cv



You can view this CV and portfolio online