Alex Salmerón

Product Designer (UX/UI)

I'm Alex Salmerón, a Product Designer (UX/UI) specializing in Design Systems and Interface Design. I research, plan, and design digital products in collaboration with product and development teams.

Team player. I also work on improving processes and organization to facilitate smooth handoffs to developers.

Restless and active, I love nature, animals, urban art and tech.

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Socials

Figma
@mefaltaunpixel

Dribbble
https://dribbble.com/mefaltaunpixel

Twitter
@mefaltaunpixel

Linkedin
https://linkedin.com/in/alexsalmeron

Languages

🇬🇧 **English**
Elementary A2/B1

🇪🇸 **Spanish**
Native

Latest projects

Druid - Design System
UI kit and DN design system. Multi-brand and reusable components.

Private project

Multi-brand Scaling UI
Methodology for rapid scalability in product design based on Figma variables and themes.

Public project (Figma profile)

Experience

Feb 20 - Currently 📍 Murcia, Belfast
Product designer (UX/UI)
DisplayNote

- Ideation and prototyping of new features for our products
- Creation of new functionalities from research to interface design
- Collaboration with the development team
- Design quality control during development phase

- Research and ideation on our new Design System (Solitary Model)
- Working with the development team to validate the process
- Research, inventory of elements and building components
- Ideation and creation of independent libraries and a correct skeleton for our DS
- Documentation on Zeroheight

Ene 2019 - Feb 2020 📍 Murcia
Product designer (UX/UI)
STAYmyway España

- Redesign the app and dashboard for accessing tourist accommodations.
- Improve collaboration flows between design and development. Workshop on Figma for developers.
- Design quality control during development phase

Feb 2018 - Dic 2018 📍 Alicante
Designer UX/UI
NitsNets

Design profile in consulting where I worked for different clients. Specialization in e-commerce, apps design, b2b websites.

Oct 2017 - Feb 2018 📍 Murcia
Product designer (UX/UI)
Erasmusu

- Redesign of platform features and flows (register, login, detail view of houses...)
- Improve collaboration flows between design and development. Workshop on Figma for developers.
- Creation of new functionalities from research to interface design
- Design quality control during development phase

Feb 2017 - Sep 2017 📍 Madrid
Product Designer
Upclose

- Redesign app and web
- Research for new funcionalities
- Design quality control during development phase
- Collaboration with the development team

Abr 2015 - Ene 2017 📍 Murcia
Product Designer
Streye

- Web and app design of the different products launched by Streye (Droiders) from its ideas lab.

Abr 2014 - Mar 2015 📍 Murcia
Product Designer
Placeband

- Redesign of the web platform, management tool and application. In addition to HTML+CSS layout.
- Improve collaboration flows between design and development. Workshop on Figma for developers.

Sept 2013 - Abr 2014 📍 Murcia
Designer UX/UI
PcComponentes

- Redesign of platform features and flows
- Design for marketing department
- Design of tools for internal departments

Nov 2007 - Nov 2010 📍 Murcia
Designer UX/UI
Pangea e-Solutions

Web design and web layout (HTML+CSS) for clients such as ElPozo, TerraNatura, SoSo Factory, Cash Europa...)

Education

FIGMA CAMP
Design System Specialist
2024

INST. TRAMONTANA
Workshop Design System
2022

NEOLAND
Workshop Design System
2021

Self-taught
Design UX / UI
Since 2007

Skills

Design

- Design System
- UX / UI Design
- Web / Mobile Design
- Wireframing
- Prototyping
- Testing
- HTML CSS

Tools

Figma
UI Design, prototyping

Zeroheight
Design System Documentation

Zeplin
Design workspace

Notion
Project managment

VS Code
Code editor

Jira
Tracking