

Leandro Quiñones Perez

UI/UX DESIGNER

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Technically grounded UI/UX Designer with a BSIT background and end-to-end design ownership across multiple complex, data-dense B2B and enterprise projects, specializing in complex design systems, advanced Figma architecture, and data-dense dashboards. Proven track record of translating System Requirements Specifications (SRS), intricate financial, medical, and renewable energy metrics into scalable, developer-ready, and accessible user interfaces.

WORK EXPERIENCE

Product Designer Feb 2026 - August 2026
Mederi AI | C.F Møllers Alle 32, 2300, Copenhagen - Part-time / Remote

- Took complete ownership of the strategic product direction and full end-to-end design lifecycle as the sole designer for a specialized medical annotation platform.
- Translated functional requirements and clinical user stories into accessible, high-fidelity Figma mockups with interactive edge states and developer annotations, ensuring technical feasibility for engineering hand-off.
- Partnered directly with the founding team to prioritize human-centered refinements and iterate on features based on stakeholder feedback and front-end constraints (HTML, CSS, React).
- Designed core marketing landing pages to extend product-market reach.

UI/UX Designer | Startup Environment June 2025 - June 2026
SWRTech | Daet, Camarines Norte, Philippines - Onsite

- Took full ownership of the product design lifecycle, deriving screen inventories and user flows directly from System Requirements Specifications (SRS).
- Served as the design lead for high-stakes client projects (HGT, Golden Connections, Horizon), independently solving complex data challenges for heavy financial trading dashboards and renewable energy assets.
- Built, governed, and maintained production-ready Figma component libraries using design tokens, variables, and auto-layout, aligned with frameworks such as Bootstrap, Ant Design, shadcn and Material UI
- Drove the end-to-end web and mobile designs for internal products, including driver/subscriber applications like TrashWise and new feature iterations for Sparrk.
- Partnered directly with Project Managers and front-end developers to clarify interaction logic, flag specification gaps, and support User Acceptance Testing (UAT).

Junior UI/UX Designer | Startup Environment Feb 2024 - May 2025
SWRTech | Daet, Camarines Norte, Philippines - Onsite

- Progressed from intern to full Junior UI/UX Designer, managing the end-to-end design lifecycle for ProjectFlow, a construction management application, from initial wireframes to developer handoff.
- Built, scaled, and maintained Figma component libraries utilizing Material UI templates to streamline engineering execution across HTML, CSS, and JavaScript.
- Collaborated with cross-functional teams on internal product strategy, while designing digital marketing assets and creative collateral for Sparrk.

Part-time UI/UX & Graphic Designer | Freelance Mar 2022 - Jan 2024
Daet, Camarines Norte, Philippines - Remote

- Designed and implemented responsive web interfaces for local small businesses and academic student projects, ensuring clean visual layouts and intuitive user navigation.
- Created core brand identities and digital assets, including custom logos, high-impact social media posters, and large-scale tarpaulin banners for business soft launches

CORE SKILLS

UX Fundamentals & Stakeholder Collaboration: User flows, IA, hi-fi wireframing/prototyping, SRS interpretation, structuring ambiguous logic into user-centric design; partners with founders, PMs, engineering leads, UAT, dev redlines
Design Systems, Tools & Accessibility : Figma component libraries, tokens, variables, auto-layout; governed against Bootstrap, Ant Design, Material UI, SGDS, Figma, ClickUp, Jira, GitHub, SDLC, Agile/Scrum, WCAG 2.1, HTML5/CSS3/React, AI design accelerators
Enterprise & Fintech Domain: Financial trading dashboards, renewable energy platforms, medical software

EDUCATION

Bachelor of Science in Information Technology (BSIT)
University of Camarines Norte
Aug 2020 - Jun 2024