

LAURA DELGADO

UX / UI Designer

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EXPERIENCE

UX/UI Designer

Jan 2025 – Apr 2026

Rodgers Almer · San Juan, PR · Remote

- Led UX/UI design as the first designer at the company, establishing design standards and improving consistency across client and internal applications.
- Redesigned existing platforms to enhance usability, accessibility, and visual coherence, including dashboards, data tables, and complex workflow systems.
- Partnered with front-end developers on component specs, design tokens, and responsive breakpoints to ensure pixel-accurate implementation.
- Created wireframes, high-fidelity mockups, and interactive prototypes for data-heavy applications including financial and operational platforms.
- Contributed to a foundational design system covering typography, components, and interaction patterns to streamline future product development.
- Conducted UX audits to identify usability issues and improve efficiency, navigation, and user workflows across products.
- Supported product strategy by aligning user needs with business goals in enterprise and data-driven environments.
- Leveraged Claude AI as a design thinking partner to rapidly iterate on concepts, explore alternative solutions, and pressure-test design decisions, accelerating ideation and reducing time-to-alignment with stakeholders.

UX/UI Designer

Jun 2024 – Oct 2024

Enalca · San Juan, PR · Remote

- Designed user-centered interfaces for a pension management platform, including dashboards, notifications, reports, and case management for multiple user roles.
- Led UX research and design for a complex case management system to digitize processes, automate workflows, and improve operational efficiency.
- Defined user roles, mapped workflows, and created user flow diagrams and site maps for intuitive design and streamlined document automation.
- Applied industry best practices to develop high-fidelity mockups for role-specific features across supervisor, manager, director, and analyst users.
- Delivered dev-ready Figma files with annotated specs, component variants, and interaction states to support engineering handoff.

Mobile Product Design

Mar 2024

Ooreva (Externship) · Caguas, PR · Remote

- Developed a UX solution for Ooreva's MRKP mobile platform, delivering high-fidelity mockups and prototypes to enhance user experience.
- Collaborated on wireframing, prototyping, and design refinement to produce a more intuitive mobile product flow.

EDUCATION

University of Puerto Rico, Río Piedras

Aug 2020 – May 2024

Bachelor of Environmental Design

Courses: Design Fundamentals · Architectonic Design · Visual Communication · Technology

SKILLS

Technical:	CAD Drawings · Renderings · Prototyping · Wireframes · High Fidelity Mockups
Front-end Familiarity:	HTML/CSS concepts · Component-based design · Responsive/adaptive layouts · Design tokens · Accessibility (WCAG) · Dev handoff (Figma inspect, redlines, specs)
Software:	Figma · Adobe XD · Adobe Illustrator · Adobe Photoshop · AutoCAD · SketchUp · Google Stitch · Penpot · Claude Design

CERTIFICATIONS

Springboard UI/UX Design Certificate

April 2024

9-month intensive course in UI/UX methodologies and technologies

Supercharge Design: Figma Video Course

Sept 2022