

Martin Gómez Kennedy Product Designer

WORK EXPERIENCE

## **Betterfly** Staff Product Designer / Design System Lead

2021 - Present

Lead the creation and evolution of scalable and cohesive design systems, ensuring consistency across a dynamic product ecosystem.

Align design strategies with okr and kpis and business objectives through data-driven decision-making.

Collaborate with multidisciplinary teams to translate complex requirements into intuitive user experiences, optimizing for user engagement and scalability.

Lead Cross Team (designers, illustrators and motion designers), fostering a collaborative and innovative environment to drive exceptional outcomes.

## GK Studio Designer And Director

2015 - Present

Directed branding, motion, and web design projects for SMBs and public organizations, emphasizing measurable client outcomes and sustainable practices.

## Calificadas UX Product Manager

Aug 2022 - Nov 2023

Spearheaded the development and launch of a B2C product, managing the product vision, roadmap, and agile team workflows.

Conducted A/B testing and usability evaluations to prioritize and refine features, ensuring alignment with business goals and measurable outcomes.

## Kunder Product Designer

Jan 2021 - Dec 2021

Designed and implemented innovative product solutions for financial and insurance sectors, focusing on accessibility and regulatory standards.

Partnered with cross-functional teams to deliver high-performing, usercentered designs optimized for complex technical architectures.

SKILLS

**Leadership**: Proven ability guiding teams, maintaining consistency, and delivering exceptional design solutions across complex and large projects.

**Design Systems**: Proficient in creating and evolving scalable systems with Figma.

**Collaboration**: Adept at partnering with cross-functional teams, translating goals into actionable strategies.

**Regulatory Standards:** Familiarity with compliance in financial and insurance services, data privacy (GDPR), and accessibility standards (WCAG) for mobile and web



Martin Gómez Kennedy Product Designer <u>martin.gomezkennedy.studio</u> martin.gomezkennedy@gmail.com LinkedIn <u>@martingomezkennedy</u>

ACADEMIC EXPERIENCE	Universidad Nacional Del Nordeste Professor and Coordinator Guided the integration of teaching strategies across the Graphic Design curriculum, fostering a culture of innovation and collaboration. Information Design Professor (Taller de Diseño 3)		2013 - 2024
DUCATION	Universidad Nacional Del	Nordeste	
	Masters Degree in Information Tech	nology	2022
	Graphic Design Bachelor Degree		2012
	Universidad de la Cuenca	del Plata	
	Advanced Graphic Design postgrac	luate programme	2014
	Interactive Design postgraduate pro		2013
	Interaction Design Founda	ation	2021 - 2023
	Gamification, Human-Computer Interaction - HCI, Emotional Design Foundations of UX Design, Design for the 21st Century with Don Norman Adoption and Appropriation, Design for Augmented and Virtual Reality, Agile Methods for UX Design, UX Management, Design Thinking, Journey Mapping, Data- Driven Design, Accessibility, User Research, Usability Testing		
	Google at Coursera		
	Project Management, Starting Proje	ect, Project Planning	2021 - 2022
	Others		
	Ai for Ux Products. Edison		2024
	Design Ops. Linkedin Learing		2022
LANGUAGE	English	Spanish	
	CEFR B2 - Upper Intermediate	Native	