JANIRA GILARTE

PRODUCT DESIGNER

Experienced Product Designer with 5+ years of crafting human-centered solutions, specializing in design strategy and accessibility to create meaningful, inclusive digital experiences while aligning with business goals.

PROFESSIONAL EXPERIENCE 👩🏻‍💻

UX/UI Designer | Klang Games | 2022 - present

• Leading the UX and UI design for a massively multiplayer online (MMO) game, collaborating with **cross-functional teams** including engineers, product owners, UX researchers, and game designers in an Agile/Scrum environment.

• Responsible for building, documenting, and maintaining a scalable **Design System**, ensuring visual and functional consistency across the product.

• Partnering with **UX Research** to integrate user feedback into **rapid prototyping**, leading to a **17% reduction in onboarding friction**.

• Shaping **design strategy** to align with product and **business goals**, delivering solutions that align with both user needs and **product KPIs**.

• Introduced **AI-powered** design tools and streamlined internal workflows.

• Designing immersive experiences with **accessible interfaces** that meet both **WCAG** standards and the diverse needs of a global player base.

Product Designer | Freelance | 2019 - 2020

• Led end-to-end design of a **mobile app**, from UX research and competitive analysis to wireframing, **interactive prototyping**, and final UI design.

• **Conducted usability testing** and implemented iterative design changes based on user feedback, increasing **user satisfaction score by 32%.**

• Collaborated with developers and **stakeholders** to ensure smooth handoff and consistency in design execution.

UX/UI Designer | Max Valley | 2017 - 2019

• Delivered tailored design solutions for various **B2B clients**, including **web platforms**, **mobile apps**, interactive **AR tools**, and **games**.

• Developed **wireframes, user journeys, and high-fidelity UI** designs for projects across diverse industries.

• Collaborated with developers, graphic designers, and key stakeholders to align design decisions with business goals and client expectations.

EDUCATION 🏛️

Figma Advanced at BYOL - 2025

Advanced prototyping, Design tokens, image treatment, grids and much more.

AI for Designers at Interaction Foundation - 2025

The content of a product and how we express it can make a radical change

UI Design course at UX - 2024

My most recent course, where I learned how to create visually a good user experience

Design Systems at Button School - 2024

From the creation to mastering Design Systems, this course added a whole new layer to my work

Lean UX and Design sprint workshop at Bardo Barcelona - 2023

Directly from the creators of these methodologies, Jeff Gothelf and Jake Knapp. Thriving in Design Thinking and agile methodologies since then

UX/UI Bootcamp at Ironhack - 2019

Here is where my career as a UX/UI started, where I acquired all the fundamentals

WORKING TOOLS 🔨

Designing and prototyping tools

Figma, Invision, Sketch, Flowmap, Marvel, Maze, Unity, Framer

Production tools

JIRA, Miro, trello, Slack, Notion, Microsoft office, iWork Suite

LANGUAGES 💬

English: Full proficiency

Spanish: Native

Catalan: Native

German: Elementary proficiency

CONTACT AND PORTFOLIO 📩

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www.janiragilarte.com

BOOKS I SWEAR BY 📚

Hooked by Nir Eyal

by Nir Eyal

How to make sense of any mess

by Abby Covert

UX Strategy

by Jaime Levy

Just Enough Research

by Erika Hall