

Ricardo Angeles

Product Designer | Design Engineer | UX Engineer

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PROFILE

Product Designer and Design Engineer with a Computer Systems Engineering background and hands-on experience moving interface work from problem framing and interaction design to production frontend. At Coudera, I design operational workflows, responsive products, and interactive web experiences with Vue, React, Next.js, and Three.js. I work effectively inside existing systems, collaborate with technical stakeholders, and communicate assumptions, constraints, and validation needs clearly.

CORE CAPABILITIES

Product Design | Interaction Design | UX Engineering | UI Engineering | Information Architecture | Design Systems | Responsive Design | Accessible Form Design | Prototyping | Frontend Implementation

EXPERIENCE

UX/UI Designer | Coudera - Technology Studio

Apr 2026 - Present | Mexico City / Hybrid

- Design interfaces, define and improve product flows, prototype solutions, and implement frontend across three client engagements within a three-person studio.
- Collaborate with design, marketing, and full-stack development to integrate interface work into existing repositories and private production systems.
- Designed and implemented three guided Vue 3 forms for an operational SaaS, including step validation, progress feedback, responsive layouts, draft recovery, and a review-before-submit flow.
- Designed and developed a published manufacturing website in React and Next.js, including a CAD-to-Blender-to-Three.js pipeline for an interactive product experience.
- Designed a responsive private sports-streaming concept and validated its initial technical direction through a local OBS proof of concept; the streaming product remains in development.

Robotics Teacher | Private Education Institution

2023 - 2024 | State of Mexico / On-site

- Taught robotics, technology, and structured problem-solving to approximately 300 students across different experience levels.
- Translated technical concepts into practical exercises, strengthening facilitation, communication, and audience-aware instruction.

SELECTED PRODUCT WORK

Industrial Operations Platform

Product Design + Vue 3 Frontend | 2026 | In production and ongoing

- Converted a partially manual production-record process into three guided, reusable workflows inside an existing SaaS with navigation and role constraints.
- Balanced operational detail with tablet and mobile usability; integrated changes through reviewed branches and pull requests. Quantitative impact measurement is still in progress.

Digital Experience for Manufacturing

UX/UI Design + Creative Development | 2026 | Launched

- Defined content architecture, visual system, responsive interaction, and full frontend implementation for a public industrial website.
- Prepared a supplied CAD asset for the web, separated parts in Blender, and implemented an interactive and exploded Three.js product view.

Sports Streaming Platform

Product Design + Frontend Prototyping | 2026 | In development

- Designed desktop and mobile interface architecture for a private live-event experience with video, chat, voting, and event information.
- Created responsive prototypes and a local OBS test to reduce technical uncertainty; no live-event adoption or revenue metrics are claimed.

SKILLS & TOOLS

Design: Product strategy, user and stakeholder discovery, user flows, wireframing, interaction design, information architecture, prototyping, design systems, responsive UI, accessible form patterns

Engineering: HTML, CSS, JavaScript, Vue 3, Pinia, React, Next.js, Three.js, Tailwind CSS, component implementation

Workflow: Figma, Pencil, Blender, Git, GitHub, GitHub Actions, Playwright, Vercel, AI-assisted development with human review and validation

EDUCATION

Computer Systems Engineering

Universidad San Carlos | 2018 - 2021

Coursework completed; degree conferral in progress | Reported GPA: 9.63/10

Product Design and UX/UI Professional Development

Independent coursework and case studies | 2021 - Present

Ongoing study through specialized courses and self-directed projects, with emphasis on product thinking, interaction design, and implementation.

LANGUAGES & AVAILABILITY

Spanish: Native | English: B2+ professional working proficiency | Mexico City, UTC-6 | Open to full-time remote or hybrid roles