

# KAI ARCOS JIMÉNEZ

DIGITAL PRODUCT DESIGNER

🌐 KAIAJIMENEZ.COM

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## WORK EXPERIENCE

**Product Designer** London, Hybrid  
*planet* 2022 - Present

Owning the design of B2C and B2B features, working cross-functionally as a link between commercial, product, and development teams.

Articulation and documentation of design decisions for smooth development handover.

Compliance with WCAG, best practices, and both internal and client brand guidelines.

Translating unique and ambiguous external client requirements into tangible design outcomes, such as campaign-supporting graphics.

**Applications Engineer, Intern** Remote  
*ABB, Robotics, Milton Keynes* 2020

Programmed demonstration simulations for three logistics robotic cell concepts, following client requirements and quickly adapting to the in-house programming language.

Owned design of a new sales presentation, driving acquisition and receiving positive feedback from internal and external stakeholders.

## PROJECTS

**kaiajimenez.com** 2024 - Present  
*Design, development and content*

Design and development of a personal website to supplement my design skills with a deeper understanding of web development practices.

Improved my grasp of JavaScript, HTML, and CSS.

**Artist** 2014 - 2020  
*Self-management*

Created original illustrations and prints, reaching over 500 merchandise product sales.

Participated in zine projects with other artists, requiring clear communication and coordination and resulting in tangible sales.

## EDUCATION

**Imperial College London** London  
*MEng Design Engineering* 2017 - 2021

Hands-on approach with a focus on the design process, human-centred design, inclusive design, and project based teamwork.

*Master's thesis* : Two psychological studies that analyse the reasons for low adoption of video games in adults aged 50 and older. One study yielded statistically significant results with a sample of 145 participants.

## SKILLS

Product design (flowcharts, wireframes, prototypes, design systems, accessibility).

User-centred design (personas, customer journey mapping, moderated and unmoderated user testing).

Agile and Shape Up methodologies.

Cross-functional collaboration, systems thinking.

### Software

*Design* : Adobe Creative Suite, Figma, Affinity.

*Project management* : Atlassian, Notion, Linear, Google Workspace, Microsoft Office, Slack.

*AI tools* : Figma Make, v0, Gemini, Notion AI.

### Programming Languages

*Competent* : HTML, CSS, JavaScript, Python.

### Languages

*Native* : Spanish.

*Fluent* : English.

*Beginner* : Japanese, German.

## INTERESTS

Illustration and graphic design, video game development, web development, writing.

Travelling, language learning, psychology.