KAI ARCOS JIMÉNEZ

DIGITAL PRODUCT DESIGNER

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WORK EXPERIENCE

Product Designer — London, Hybrid
planet — 2022 - Present

Owned the end-to-end design of all B2C and B2B features across mobile and desktop, ensuring a seamless responsive experience.

Optimised flows by translating user insights into design outcomes, decreasing cart abandon, drop off, and customer service requests.

Bridged the gap between commercial, product, and development teams, ensuring technical feasibility and accurate implementation.

Championed inclusive design, working closely with developers to ensure WCAG compliance.

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

Developed simulations to validate three robotic logistics cell concepts, enabling the team to demonstrate feasibility to clients.

Redesigned the core sales deck, ensuring brand consistency and driving client acquisition.

PROJECTS

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

Developed a fully responsive personal website from scratch, growing my understanding of web development.

Deepened my expertise of JavaScript, HTML, and CSS, and ensured WCAG compliance.

Created a cohesive personal brand identity.

Artist brand & E-commerce — 2014 - 2018
Self-management and sales

Launched an illustration brand that reached over 500 merchandise sales.

Created and managed a WooCommerce store, including manufacturing and order fulfillment.

EDUCATION

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

Focus on user-centred design, inclusive design, and user research and testing methodologies.

Master's thesis : Led two studies that analyse the needs and motivations of adults aged 50+ in gaming, and translated the findings into clear design outcomes for video game developers.

SKILLS

Product design: end-to-end UX/UI, information architecture, wireframing, prototyping, design system architecture and maintenance.

Research: personas, customer journey mapping, UX competitor analysis, data analysis, user testing.

Collaboration: cross-functional work, design handover, critiques and workshops.

Process: Agile (Scrum), Shape Up, rapid iteration.

Software
Design : Figma, Adobe Creative Suite, Affinity.
Productivity & Dev : Jira, Confluence, Linear, Notion, Git, Slack, Google Workspace.
AI tools : Claude, Claude Code, Figma MCP, Figma Make, v0, GitHub Copilot CLI, Gemini CLI.

Programming Languages
HTML, CSS, JavaScript, Python.

Languages
Spanish : Native.
English : Full professional proficiency.
Japanese, German : Beginner.

INTERESTS

Live music, illustration, web development, video game development, creative writing, travelling, language learning, psychology.