



Alexandra Morodo Mantville

Product & UX UI Designer



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I'm a UX/UI & Product Designer with 4+ years of experience designing user-centered digital products using across multiple industries. I've worked with different clients leading projects independently while also collaborating closely with other designers, developers, and product managers. Strong in design systems and end-to-end UX, from research and problem definition to high-fidelity UI.

SKILLS

- Design Thinking
- Prototyping
- Figma
- Claude Design
- Framer
- Wireframing
- User Research
- User Interface Design
- User Experience
- AI Product Design
- API-driven Interface Design
- Adobe Creative Cloud (Illustrator, Indesign, Photoshop)

EDUCATION & CERTIFICATES

Ironhack

Aug 2021 - Oct 2021

UX/UI bootcamp in Lisbon, Portugal

Arts University Bournemouth

Sept 2018 - Jun 2021

Graduated as Second Class Upper Division in BA (Hons) in Graphic Design

LANGUAGES

- English: Native
- Spanish: Native
- Portuguese: Fluent



Product Designer at Finsolutia

Feb 2026 - Present

- UX/UI Specialist Designer focused on redesigning a CRM platform for credit intermediaries, incorporating banking API-driven interfaces into user flows.
- Build and maintain the project's design system ensuring cohesive and consistent visual standards
- Guide and support designers in developing UX/UI skills
- Collaborate with cross-functional teams to deliver intuitive and user-centered experiences across the platform



UX/UI Designer at Altar.io

Sep 2022 - Oct 2025

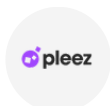
- Designed a variety of digital products; end-to-end user flows for desktop, mobile, and SaaS applications across different industries.
- Worked closely with product managers and developers during agile sprints to ensure design solutions met both business objectives and technical requirements
- Refined UI components and built scalable design systems, improving efficiency for multiple client projects.



UX/UI Designer at Splink

April 2022 - Aug 2023

- Led rebranding of Splink's digital identity, refreshing their website and product UI to align with new positioning, increasing brand consistency across platforms



UX/UI Designer at Pleez

July 2021 - August 2021

- Designed and prototyped a digital menu solution for Pleez, improving usability and reducing ordering friction for restaurant clients



Designer at DSI 2010

Freelance Project

- Covered the full design process, from research to the final logistics platform, including implementation of the new visual identity across digital materials.