



Agustin Ale

Product Designer

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I'm a product designer who has worked on banking platforms, backoffice tools and AI products. My background in industrial design taught me to think in systems, figuring out how the pieces connect before deciding how they look. Former Design Lead at Mappa, I co-lead Friends of Figma Buenos Aires and teach Project Management at UBA. Now I'm looking for complex product problems to solve.

Design

Design Systems

UX Research

Prototyping

Prototyping

Godot

Product Strategy

AI Workflows

Claude design

Project Management

Game Design

Figma Friends

Experience

- University Teacher - Project Management**
Buenos Aires University (abr. 2025 - Present)
Support studio activities and review student coursework.
- UX/UI - Product Design Lead**
Mappa (jun. 2021 - jun. 2026)
Led product design strategy (UX, UI, design system) across the company.
- Industrial Designer**
Arquifoam (dic. 2019 - May. 2021)
Designed commercial displays and trained new designers.
- Graphic Designer**
Divigraft (oct. 2018 - nov. 2019)
Created print pieces cards, banners, brochures for partner brands.

Education

- Industrial Design - UBA (2018-2024)**
Degree focused on user-centered product design: research, ergonomics, materials, prototyping and iteration. A foundation I now apply to digital products and game design.
- Design System Camp (DSC)**
Completed an intensive program on Advanced Design Systems (ADS) and scalable UI design practices.
- Web Development Course (Coderhouse)**
Completed a 3-month intensive course building a responsive, SEO-optimized website using HTML and CSS.
- UX/UI Design Course (Coderhouse)**
Designed "Suit Up!", a B2B mobile platform connecting talent with internship opportunities, applying core UX/UI principles.

Visit my portfolio

agustinale.com