



# Yuriaski Leyva Clemente

Senior Product Designer

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## Summary

Senior Product Designer with 10+ years of experience and a Software Engineering degree. I specialize in building end-to-end Web and Mobile products within fast-paced Agile environments. I am a design-to-development translator, using my technical roots to foster communication with developers.

## Technical Proficiencies

- **Design Engineering & AI:** AI-Assisted Prototyping & Coding, Design Systems Architecture, HTML/CSS, Hi-Fi prototyping, Motion Design, Illustration, Wireframing.
- **Strategy & Research:** Product Discovery, User Research, Usability Testing, Information Architecture, Requirements Definition, Data-Informed Design, User Journey Mapping.
- **Leadership:** Cross-team Alignment, Project Management, Agile Methodologies, Handoff Automation.

## Career Experience

### Senior Product Designer

collect Artificial Intelligence GmbH, Hamburg, Germany

Feb 2026 - Present

Hybrid, Full-time

Promoted to Senior Product Designer within [collect.AI](#).

- **Design Maturity & Governance:** Drove organizational design maturity by architecting a Design System and establishing a dependency hierarchy between Figma, Confluence, and Storybook, ensuring a single source of truth that unified design, business logic, and code. This structure reduced design debt and streamlined cross-functional alignment across all teams.
- **Design-to-Code Automation:** Increased operational efficiency by implementing automated synchronization workflows between Figma and GitHub, streamlining the handoff process and reducing manual friction for the engineering team.
- **Navigation & Information Architecture:** Led a strategic redesign of the platform's navigation architecture, resolving complex UX bottlenecks and realigning product structures with core business logic.

### UX Designer

collect Artificial Intelligence GmbH, Hamburg, Germany

Jul 2022 - Jan 2026

Hybrid, Full-time

Served as UX Designer for [collect.AI](#), an AI-powered B2B SaaS solution that automates, personalizes and streamlines debt collection processes to optimize recovery rates and costs.

- **Strategic UX Audit & Prioritization:** Conducted a comprehensive UX/UI audit to identify high-friction areas, establishing a prioritization matrix based on severity and business impact to streamline the product roadmap.
- **DesignOps & Migration Lead:** Led the strategic migration of the design ecosystem from Sketch to Figma, architecting a library of 200+ standardized components. Managed continuous support and updates, ensuring a single source of truth that increased product team speed and reduced UI inconsistencies.
- **Cross-functional Collaboration:** Optimized the design-to-engineering handoff process, reducing technical debt and ensuring high-fidelity implementation through standardized documentation and shared libraries.

### UX/UI Designer

Kaiko Systems GmbH, Berlin, Germany

Dec 2020 - Jul 2022

Remote, Part-time

Acted as UX/UI Designer for [Kaiko Systems](#), a Germany based company that leverages manual operations to generate real time insights for maritime shipping companies.

- **Optimized information architecture** and user flows for the platform's dual-app ecosystem, significantly enhancing the accuracy of data collection and the efficiency of cloud storage synchronization. -

**Architected and implemented a comprehensive Design System**, enabling the engineering team to deploy new features with higher velocity and fewer rollbacks. This standardization improved both the professional aesthetic and the overall scalability of the product.

- **Directly contributed to business growth** by delivering a high-performance interface that served as a key selling point, directly resulting in the acquisition of new enterprise clients.

## Product Designer

*Cuban engineer, Havana, Cuba*

Sep 2018 - Jul 2022

*On site, Full-time*

Served as a product designer for [Cuban Engineer](#), one of the biggest software houses in Cuba. My main project there was **Alldone** (<https://alldone.app/>), a gamified and modern task management app.

- **Partnered directly with stakeholders** to define product requirements and strategic goals, transforming the initial vision into a market-ready gamified task management platform.
- **Orchestrated the end-to-end project roadmap**, leading a cross-functional team of four developers to ensure design fidelity and on-time delivery through Agile methodologies.
- **Architected and maintained a scalable Design System in Figma**, establishing a cohesive visual language that balanced modern aesthetics with engaging gamification elements.

## Lead Product Designer

*Computer Sciences University, Havana, Cuba*

Jan 2016 - Sep 2018

*On site, Full-time*

Served as a member of a high-performance team at [Computer Sciences University](#). My main project there was **Apklis** (<https://www.apklis.cu/>), the official Cuban Android Apps Store.

- **Directed the full product lifecycle** from initial conception to nationwide launch, serving as Team Lead and overseeing the end-to-end brand identity and design strategy.
- **Executed comprehensive UX/UI design**, including user research, interaction design, motion graphics, and high-fidelity clickable prototypes to ensure a seamless user journey.
- **Orchestrated the successful upgrade of both web-based and native Android platforms** collaborating closely with a cross-functional team of four developers to ensure technical feasibility and performance.
- **Delivered massive scale impact**, reaching a milestone of 8,265,269 downloads, making it one of the most significant digital products in the country.

## UX/UI Designer

*Freelancer, Havana, Cuba*

Sep 2015 - Sep 2016

*Remote, Part-time*

- **How to towing:** A cross-platform Xamarin application tailored for road crane operators. I created an intuitive UI to help users quickly identify vehicle-specific anchor points for safe and efficient towing.

## Software Developer

*Computer Sciences University, Havana, Cuba*

Sep 2014 - Dec 2015

*On site, Full-time*

- **Neuronavigator:** As part of a three-person team, I co-developed a Neuronavigator prototype. I was responsible for both the UX/UI strategy and the technical implementation for the human-computer interface.

## Education

### B.S. in Computer Science

*Bachelor of Science in Computer Science, Havana, Cuba*

Sep 2009 - Jun 2015

- **University of Computer Sciences UCI:** Five-year Software Engineering degree with a strong foundation in systems thinking, software architecture, and human-computer interaction.

## Languages

- **English:** Profesional Proficiency
- **Spanish:** Native
- **German:** Elementary Proficiency