

IRENE PORRO

Product Designer (UX-focused)

Product Designer with 4+ years of experience designing B2B SaaS and platform products.

I specialize in turning complex systems, data, and workflows into clear, usable, and human-centered experiences.

I've worked on CRM systems, HR platforms, internal tools, and digital products across web and mobile, collaborating closely with product managers, engineers, and stakeholders.

I value thoughtful UX processes, user research, and clear communication over rushed execution, and I thrive in environments where design has a voice in decision making.

ABOUT ME

📍 Based in the EU · Relocating to Prague

🗣️ English (C1) - Spanish (Native)

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🌐 [LinkedIn](#) | [Behance](#)

EDUCATION & TRAINING

UNIVERSITY STUDIES

Marketing Universidad Nacional de Tecnología (Argentina)

Interior Design Universidad Nacional de Río Negro (Argentina)

Certifications

- UX/UI Design Program – Universidad Tecnológica Nacional (Argentina)
- UX Research, UX Writing, Advanced UX/UI – Coderhouse
- Project Management Fundamentals – Google (Coursera)
- Agile Methodologies – Blas Pascal University

TOOLS

Figma, FigJam, Miro, Jira, Notion, Trello, Adobe Suite, Framer, Webflow, WordPress, Optimal Workshop, Whimsical
HTML, CSS

SKILLS

Product Design, UX Research, UX Writing
Design Systems, Prototyping, Interaction Design
B2B SaaS, Data-heavy Interfaces
Stakeholder Collaboration, Leadership

WORK EXPERIENCE

Product Designer | Kraferd INC (February 2025 - Present):

Design and evolve B2B SaaS products for HR companies, including CRM systems, internal tools, and data-driven platforms across web and mobile.

- Own end-to-end UX processes: research, flows, wireframes, UI, and design systems.
- Translate complex business and people data into clear dashboards and actionable interfaces.
- Collaborate closely with engineers and product stakeholders to balance usability, scalability, and business goals.
- Contribute to design consistency and product quality across multiple features and releases.

UX Designer | Emmy Health (Aug 2024 – Present)

Work as a UX Designer across multiple digital products, including virtual wallets, project management tools, and job boards.

- Design user flows, wireframes, and UI for web and mobile applications.
- Collaborate with cross-functional teams to define requirements and improve usability.
- Apply UX writing and visual design principles to ensure clarity and accessibility.
- Support marketing and communication needs when required, without losing product focus.

Product / UX Designer – Freelance (Jun 2023 – Present)

Work with startups and individual clients on SaaS products, websites, and no-code solutions.

- Lead UX processes from discovery to delivery.
- Design platforms, landing pages, and MVPs focused on usability and conversion.
- Use tools like WordPress, Webflow, Glide, and Bubble to deliver scalable solutions.
- Collaborate with international clients in remote-first environments.

UX/UI Design Mentor | Coderhouse (Nov 2023 – Present)

Mentor and guide UX/UI students, providing feedback on UX processes, design systems, research, and usability.

UX & Product Designer | HeyAndes (Chile) | Mar 2024 - Jun 2024

Designed and optimized user experiences for SaaS products, delivering creative, scalable solutions. Collaborated cross-functionally with development, marketing, and leadership to drive client-focused innovation.

Project Manager | Sur Studio (Sep 2023 – Feb 2024)

Led cross-functional teams and collaborated closely with design and development to plan sprints and deliver digital projects.

Product & UX Designer | Escorpio (2020 - 2021)

Designed and prototyped digital experiences for web and mobile apps, creating mock-ups, interactive content, and social media campaigns. Developed branding and visual identity, managed e-commerce operations, and optimized customer interactions to enhance engagement and loyalty.