

ABRIL MARANGONI

Product Designer (AI-first) / Design Engineer

Buenos Aires, Argentina — Remote-First / Relocation-ready

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SUMMARY

Product Designer with 5+ years of experience designing and shipping complex, user-facing products from concept to production. Specialized in AI-first experiences, interaction design, and human-centered systems that turn advanced technology into intuitive, scalable products. Proven ownership across core user flows, prototyping, usability testing, and rapid iteration in early-stage environments. Currently building an AI SaaS as a solo founder. **Bilingual: English and Spanish.**

CORE SKILLS

Product & UX: End-to-end product design, user flows, interaction design, usability testing, wireframing, prototyping, information architecture, design systems, accessibility.

AI & Emerging Interfaces: Conversational UX, AI-driven interaction models, trust-centered workflows, human-in-the-loop systems.

UI & Visual Design: High-fidelity UI, layout systems, hierarchy, responsive design, micro-interactions

Prototyping & Tools: Figma, interactive prototypes, rapid iteration.

Frontend (for prototyping & production): React, Next.js, TypeScript, Tailwind CSS.

Collaboration: Cross-functional work with product, engineering, and AI teams.

WORK EXPERIENCE

Founder & Design Engineer — ABA AI | Remote | 2025 – Present

- Led end-to-end product design for a multi-tenant, AI-powered SaaS platform, owning core product surfaces from early concept to production.
- Designed and shipped 6 specialized business dashboards (e-commerce, gastronomy, services with bookings, health & wellness, events, real estate), each with distinct workflows, data models, and UX patterns.
- Defined primary user flows and interaction models to make complex AI behavior understandable, predictable, and usable for non-technical users.
- Designed AI-connected dashboards where every surface is directly integrated with the conversational engine and subscription logic.
- Built and shipped a subscription-based product experience (Starter, Growth, Pro), integrating billing, plan gating, feature access, and token limits into the UX.
- Validated V1 through usability testing with 10 real users and synthesized insights to inform the V2 redesign.
- Designed modular UI and design system foundations to support fast iteration, consistency, and product scalability.

Product Engineer (Frontend-focused) — OneClick (Fintech) | Chicago, USA | 2024 – 2025

- Designed and shipped core product experiences for a production fintech platform, translating complex financial logic into intuitive interfaces.
- Built scalable React interfaces for high-stakes workflows, prioritizing clarity, error prevention, and system consistency.
- Designed and implemented real-time analytics dashboards with strong information hierarchy.
- Owned onboarding, checkout, and product management flows end-to-end.
- Integrated third-party APIs (Stripe Connect, Plaid, Bridge.xyz), abstracting technical complexity into simple UX.
- Created a modular UI system to enable fast iteration and long-term maintainability.

Freelance — Frontend & UX/UI Designer | Remote | 2021–2024

- Designed and built end-to-end web experiences for small-to-mid size businesses.

EDUCATION

- University of Texas at Austin — Postgraduate UX/UI for Data-Driven Applications | 2024 - 2025
- Hilet Institute of Technology — Full-Stack Software Development | 2021 - 2023

CERTIFICATIONS

- Generative AI — University of Texas at Austin / Great Learning (2025)
- Advanced UX/UI Design — Coderhouse Argentina (2023)
- Web Development — Coderhouse Argentina (2022)