

Leonardo Denega

Senior Product Designer with 5+ years of experience designing end-to-end products.

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EXPERIENCE

Senior Product Designer

Emergn
Feb 2024 → Now

- Led end-to-end product design across complex energy-sector applications, translating user research and business requirements into clearer workflows and scalable product experiences.
- Improved the design system through token consolidation, semantic color foundations, and light/dark theme support, targeting a reduction from ~80 tokens to around 50.
- Addressed accessibility and visual consistency across 15 design system themes, reducing identified color-contrast issues from approximately 20 per page to zero in reviewed areas.
- Redesigned key application workflows and data-heavy interfaces to improve information hierarchy, navigation, and the efficiency of internal users.
- Partnered with product managers and engineers to validate solutions, document design decisions, and improve design-to-development handoff.

UI/UX and Service Designer

Thomson Reuters
Aug 2022 → Oct 2023

- Redesigned user communication workflows, consolidating 87 messages into 12 clearer, more actionable communications.
- Simplified communication processes across 299 companies, contributing to an estimated 349 fewer emails per month.
- Collaborated with product and engineering teams to improve information architecture, usability, and consistency across enterprise workflows.
- Conducted usability research and translated findings into prioritized design improvements and actionable recommendations.

UI Designer

Umbler
May 2020 → Aug 2022

- Redesigned key onboarding and user activation experiences, contributing to a 25% improvement in the targeted engagement metric.
- Designed and optimized email marketing workflows and campaign experiences, supporting a product used by thousands of customers.
- Improved the consistency and usability of onboarding, sign-in, and related product interfaces through iterative design and cross-functional collaboration.

UI Designer

Manifest Studios
Jan 2018 → May 2020

- Designed user-centric applications, applying design thinking to create intuitive and consistent product experiences.
- Established UI patterns and design systems to improve consistency across products.

Graphic Designer

Freelancer
Nov 2016 → Dec 2017

- Designed digital and print materials, combining visual design, branding, and usability to meet client needs.
- Translated client requirements into cohesive visual experiences across digital and physical touchpoints.

Industrial Designer

CARBE
Sep 2013 → Sep 2016

- Supported product development through technical drawings, 3D modeling, and manufacturing documentation.
- Collaborated with engineering and production teams to ensure design accuracy and feasibility.

EDUCATION

Designing and Building AI Products and Services

MIT xPRO • 2023

Professional certification UX Designer

Google • 2022

Bachelor's degree in Product Design

FADERGS • 2018

CERTIFICATES

Introduction to product Management

MIT xPRO • 2023

Agile Practioner

Praxis • 2025

VFQ Foundation

Praxis • 2024

Introduction to Web Accessibility

W3C • 2023

SKILLS

Product Design

- End-to-end Product Design
- Product Discovery
- Problem Framing
- Information Architecture
- Interaction Design
- Prototyping

System & Accessibility

- Design Systems
- Design Tokens
- Component Libraries
- Design System Governance
- WCAG Accessibility
- Responsive Design

Research & Strategy

- Usability Testing
- Research Synthesis
- Hypothesis-driven Design
- Prioritization
- SystStakeholder Management
- Experimentation & iteration

Technical

- Figma
- HTML/CSS
- Tailwind CSS
- Shadcn/UI
- Jira/Confluence
- AI Prototyping