Josue Perez Andujar

PRODUCT / UX DESIGNER | AI-NATIVE WORKFLOWS | FUNCTIONAL PROTOTYPES

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PROFILE

Product/UX designer with a freelance practice since 2024. I turn complex workflows into understandable interaction states and buildable prototypes, working across onboarding, human-AI trust, and product systems. Recent client work shipped to MVP alongside a full-stack/AI engineer; personal products demonstrate end-to-end design and implementation.

SELECTED PRODUCT WORK

ProteGO - Product UX, client engagement | Sep 2025-Mar 2026 | NDA

Redesigned dashboard hierarchy, navigation, gamification legibility, and quest-capture entry for an AI-powered citizen-science platform; these elements shipped to MVP. Designed and specified a five-step AR camera capture flow and handed it to engineering; the AR flow did not reach the MVP build. Full client case study available within NDA bounds.

Compass - Product direction, UX and build | 2026 | personal product

Built an installable personal-orientation PWA that compresses scattered system state into a short morning review. Phase 1 shipped and is in daily use by its intended user (n=1); no broader adoption claim.

NuvAI - AI lead-assistant interaction prototype | 2025-2026

Designed disclosure, pacing, human-handoff, service-flow, and interface concepts for an AI lead-assistant prototype. Built a working solo prototype with OpenAI and n8n; not yet piloted with users or shipped at scale.

EXPERIENCE

PereX Design - Independent Product / UX Designer | 2024-present

Product framing, research synthesis, user journeys, interaction design, Figma systems, and functional prototyping in HTML/CSS/JS; collaborate with engineering and stakeholders to turn ambiguous requirements into reviewable decisions.

Earlier work - AcroYoga Instructor | 2019-2022; Media Editor | 2019-2020; IT support and field organizing | 2013-2016

Facilitation, communication, client delivery, and technical troubleshooting across varied teams and contexts.

SKILLS

Product/UX: interaction design, UX research, service flows, onboarding, design systems, accessibility-aware prototyping.

AI interaction: conversational UX, disclosure, human handoff, permission boundaries, failure recovery.

Tools: Figma, HTML/CSS/JS, GitHub, OpenAI, Claude, n8n, Flutter/Dart.

EDUCATION & LANGUAGES

UX/UI - Ironhack (2024); UX/UI Foundations - Avocademy (2022); Applied Anthropology studies - PUCE (degree not completed).

English and Spanish (native); Italian (professional working); Portuguese (limited working).