

Carlos Glauco Molina Pedrós

UX/UI DESIGNER

Product design grounded in audiovisual production and digital prepress. I apply AI in a tailored way throughout every design process.

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PROFESSIONAL PROFILE

UX/UI Designer trained at **Neoland**, with studio experience at **Elastic Heads** working on real client accounts, backed by a prior foundation in audiovisual production and digital prepress that grounds my visual judgment. End-to-end process oriented around systems thinking: research, information architecture, prototyping in Figma, and design systems, validated through usability testing (**84% success rate** on Lumiel, my AI-powered emotional support project). I apply AI in a way adapted to each project, across research, generation, and design validation.

UX/UI EXPERIENCE

Elastic Heads · UX/UI Designer

Jun 2026 – Aug 2026

UX/UI design across three concurrent client accounts under an agile methodology (daily stand-ups, client meetings, cross-functional collaboration), using Figma, Notion, and Slack.

- **Plus Holidays**: full responsive redesign of the private guest and owner area, from desktop to mobile. Led a design critique of the existing wireframes to identify and resolve usability issues, and delivered the visual design of the guest area on top of the design system's existing components and foundations.
- **LVF** (Lega Pallavolo Femminile, the Italian women's volleyball league): full brand stylescape proposal.
- **CustomIQ**: brand stylescape exploration, applying the chosen visual direction to low-fidelity wireframes.

Lumiel · iOS App for AI-Powered Emotional Support

Oct 2025 – Apr 2026

End-to-end design from qualitative research through to a complete design system (atomic design, design tokens), following a double diamond process: competitive benchmarking, surveys, interviews, Affinity Mapping, Empathy Mapping, Journey Mapping, and Jobs To Be Done.

- Insight that shaped every decision: **users need to feel accompanied, not monitored**. This determined the information architecture, the AI's conversational tone, and the deliberate absence of punitive mechanics.
- WCAG 2.1 accessibility built in from the start of the process, not as a final review.
- Usability testing with 5 participants and 5 tasks: **84% success rate**. Two friction points identified and iterated on after testing.

WaterLoop · Sustainable Rainwater Management

Oct 2025 – Apr 2026

Collaborative design for domestic rainwater reuse, following a double diamond process with research shared across the whole team. Alongside a teammate, I led wireframing (low to high fidelity) and prototyping in Figma, contributing to additional phases as needed.

PRIOR EXPERIENCE · VISUAL DESIGN & PRODUCTION

Mafia Tattoo · Brand Identity & Visual Production

Aug 2023 – Aug 2024

Gandía

Full brand identity design for a tattoo studio: logo, visual system, stationery, merchandise, and website, maintaining consistency across every touchpoint. Managed the full client relationship end to end (bookings, quotes, and pre-session guidance) as well as the studio's social media presence, publishing content that stayed on-brand. Worked under real time and budget constraints in a high-turnover environment.

Castalla

Defined a brand's visual language from the ground up and managed its digital presence end to end, with sustained growth in organic reach. Produced an original interview format and live coverage of festivals and events: video recording, artist photography, field interviews, and full post-production, making communication decisions under real-time pressure. Tools: Premiere Pro, DaVinci Resolve, Photoshop.

EDUCATION

Oct 2025 – Apr 2026	UX/UI Design Bootcamp Neoland
May 2026 – Present	Master's Degree in Artificial Intelligence Neoland
2021 – 2024	Higher Vocational Training Certificate (CFGS) in Audiovisual and Live Show Production IES Veles e Vents
2017 – 2019	Intermediate Vocational Training Certificate (CFGM) in Digital Prepress CPFP La Safor

LANGUAGES

Spanish	Native
Valencian / Catalan	Native
English	B2 · Intermediate

CERTIFICATIONS

AI & Technology	Claude 101 · Claude Code 101 · AI Capabilities & Limitations (Anthropic) · Google: AI & Productivity · Introductory Course in AI & Automation
Design & Product	Adobe Certified Professional – Visual Design Using Photoshop · Advanced Certification in Illustrator CC & Photoshop CC · Branding & Visual Strategy · Functional (UX) Design for OTT Platforms · UX & Product Design Career · Product Management Fundamentals

TECHNICAL SKILLS

UX & Research	User Research · Usability Testing · Affinity Mapping · Empathy Mapping · Journey Mapping · Jobs To Be Done · Competitive Benchmarking · User Flows · Information Architecture · Accessibility (WCAG 2.1)
UI & Design Systems	Figma · Wireframing · Prototyping · Mobile App Design · Design Systems · Atomic Design · Design Tokens · Interaction Design · Responsive Design
Visual Design	Photoshop · Illustrator · InDesign · Lightroom · Affinity
Audiovisual Production	Premiere Pro · DaVinci Resolve
AI in Design	Claude · ChatGPT · Midjourney · Perplexity · DeepSeek · Stitch · Open Code
Work Tools	Framer · Notion · Slack