

Jorge Andres Vargas

Website: jorgeandresvargas.com | Email: jorgeandvargasluz@gmail.com | Phone Number: +1(347) 842-9400

About Me

I'm a Product Designer, UX Designer, Product Manager, and Design System Specialist with 5+ years of experience crafting intuitive, user-centered experiences. I excel at turning complex problems into seamless, impactful solutions.

Experience

Product Design Lead

Plurr, New York, NY

October 2025 - Present

- Led end to end product design across all core teams. Examples include discovery through high-fidelity UI to shipped experience, setting the quality bar through critiques and design reviews.
- Partnered with Product and Engineering to define roadmap priorities and requirements, ensured high-quality implementation, and maintained a scalable design system for speed and consistency.
- Drove customer discovery and usability testing to validate problems/solutions, iterated quickly, and delivered measurable UX outcomes such as activation, conversion, retention, and engagement.

Senior Product Designer

NiteOut Technologies, Remote

July 2022 - Present

- Collaborated with developers and designers to build a Unity based virtual social experience, aligning UX decisions with technical feasibility and overall product goals.
- Conducted early user testing to evaluate engagement and pinpoint onboarding problems, then redesigned the onboarding flow based on insights to improve engagement.
- Designed and shipped 5+ admin dashboard features to track user KPIs and service analytics, enabling ongoing product optimization.

Principal Product Designer

Studio Newfound, Providence, RI

August 2022 - May 2024

- Led end to end digital product design for premium clients (Intus Care, Life Hive Nutrition, Resuscitech, FanBasis, Olér Health), owning the full lifecycle from discovery/ideation through launch to deliver polished, user-centered experiences.
- Built cohesive brand to product systems across web platforms, translating brand strategy into scalable design systems that strengthened recognition and trust across touchpoints.
- Partnered closely with product management and cross functional teams to align user needs, business goals, and technical constraints, resulting in launches that increased user engagement and earned strong stakeholder satisfaction through thoughtful execution based on user needs.

Product Designer - Contract

Intus Care, Remote

December 2023 - January 2024

- Redesigned the PACELogic enterprise dashboard, addressing critical pain points such as outdated UI, accessibility issues, and disrupted workflows.
- Restructured the control center's architecture and implemented modern UX practices to enhance usability and accessibility for healthcare providers in PACE settings.
- Collaborated with the product manager and engineers, contributing to the successful Series B funding round by significantly improving platform usability and accessibility.

Product Designer - Contract

Hibernia Provident Society, New York, NY

May 2022 - August 2022

- Revamped the website to align with new brand standards and enhance user engagement.
- Developed and executed branding and marketing strategies, significantly enhancing community visibility.

Product Design Intern

Lightcert, New York, NY

January 2022 - June 2022

- Designed a global live music platform, ensuring an outstanding user experience.
- Conducted user research and collaborated with engineering and branding teams to understand our user's needs.
- Launched the app on the App Store shortly after completion, with thousands of users during concerts, including performances by Harry Styles and Louis Tomlinson.

Product Designer

Moba, Providence, RI

May 2020 - April 2021

- Served as the UX designer for a Brown University startup creating a platform for seamless money transfers to foreign third-world countries.
- Developed digital and visual aspects, including wireframes, user research, user journeys, prototyping, and user testing.

Education

Rhode Island School of Design

September 2017 - June 2021

BFA Industrial Design, Minor in Computation, Technology & Culture, UIUX Course Work at Brown University.

NYU School of Professional Studies

September 2022 - June 2023

Software Development Bootcamp.

Massachusetts Institute of Technologies

Spring 2021

Product Design and Development at MIT Sloan.

Skills

Product Design, User Experience Design, Product Management, User Interface Design, Design Systems Specialist, Journey Mapping, Wireframing, Branding, High Fidelity Mock-ups, Prototyping, Agile Approach, Working and facilitating in cross-functional teams.

Tools

Figma, Adobe Creative Suite, Axure, Miro, Webflow, Framer

Programming

Javascript, HTML, CSS, React, Node.js, SQL

Languages

English, Spanish