

Adrián Yanes

Senior Product Designer · Design Engineer

I've designed products from scratch that now have hundreds of users. My role is evolving into design engineering: I design, then prototype every detail in code with AI.



Experience

2023 - TODAY

Senior Product Designer · Massimo Dutti · Remote / Barcelona, Spain

2024 - TODAY

Founder / Senior Product Designer · Raso Studio · Remote

2022 - 2023

Senior Product Designer · Seer · Remote / Menlo Park, United States

2020 - 2022

Product Designer · Z1 Digital · Remote / Hybrid - Seville, Spain

2020 - 2024

Founder / Product Designer · Coral.to · Remote

2018 - 2020

UX/UI - Graphic Designer · Isotrol · Presential - Seville, Spain

2018 - 2018

Graphic Designer · Avantine · Presential - Seville, Spain

2016 - 2018

Freelance Designer · 99 Design · Remote

Education

2014 -2018

University Degree · Graphic Design

2012 -2014

Certificate of Higher Education · Art & Design

Languages

English

Proficient · I can work in English

Spanish

Native · My first language

Tools & Skills

Figma + Figma MCP	Claude Code	React, TypeScript, Tailwind
VS Code	Claude, GPT models	Next.js, Supabase, Vite
Adobe Suite	Jira, Linear, Notion	esign Systems · Prototyping

AI & Engineering

- Design to production: from Figma to working code with Claude Code and Figma MCP. I hand off running prototypes, not static screens.
- Context engineering: CLAUDE.md for rules, project.md for decisions, so generated code follows the design system, not generic patterns.
- Stacks: React + TypeScript + Tailwind + Supabase + Vite; Next.js. Comfortable in VS Code, repos and PRs.
- Large design systems built and maintained in Figma and in code, in sync via MCP.
- Fast, low-risk iteration: functional prototypes with real data let clients and engineers validate before committing a sprint.