Curriculum + Portfolio

UX/UI Designer

LISANDRO EIJO

About me

I’m a **Senior UX/UI Designer** with 14+ years of experience working across the full product design lifecycle. I’ve worked on complex digital products across industries such as **fintech, cryptocurrency, SaaS, and data security & privacy**, collaborating closely with product, engineering, and business teams.



LISANDRO EIJO

Education

Formal Education

2003 - 2009

Teaching Degree in Arts

at the Faculty of Arts of UNLP
(National University of La Plata)

1999 - 2003

Visual Communication Design

at the Faculty of Arts of UNLP (National University of La Plata)

Courses

May 2023

Web Accessibility Course

at Udemy,

Mar 2023

Product Discovery Course

at Product Hub,

Feb 2023

Product Design Course

With Sol Metz,

Languages

Spanish

Native

English

Upper intermediate

Relevant Experience

RelyanceAI

2024 - Present

UX/UI Designer Specialist

As a UX Specialist, I focus on maintaining and evolving the Design System while designing user experiences for new features and usability improvements. I help define and scale components to ensure consistency across products, and work closely with product managers and developers to create mockups and prototypes that support new functionality and improve the overall experience.

Ripio

2021-2023

UX/UI Designer Lead

As UX Design Lead for the wallet team, I aligned work around a clear strategy and ensured strong UX practices across projects. I partnered with Product Owners to prioritize and coordinate delivery, while mentoring designers in their day-to-day work and supporting their professional growth.

Producers Trust

2023 - 2024

UX/UI Designer Specialist

I led the end-to-end design process from research to implementation, delivering user-centered solutions that improved usability and product consistency. I built and maintained scalable UI libraries that reduced design and development time, and worked closely with developers to ensure smooth handoffs and high-quality implementation.

Devsar

2011 - 2021

UX/UI Designer Lead

The role involved leading the UX/UI design team, guiding them through product discovery and design processes, and making sure our work stayed aligned with each project's goals. I also acted as a bridge between the design team and stakeholders, keeping communication clear and consistent across multiple initiatives.

Featured Work



HCI: Internal comunication Tool

Role: UX/UI Designer Lead

The Internal Communication Tool (HCI) was created as an in-house initiative by the Innovation Lab at Devsar.

The goal was to improve and centralize internal communications, as well as give team members easy access to their personal and company-related information — all in one place.

Before HCI, updates and resources were shared through various disconnected channels, making it difficult for people to stay informed and find what they needed.

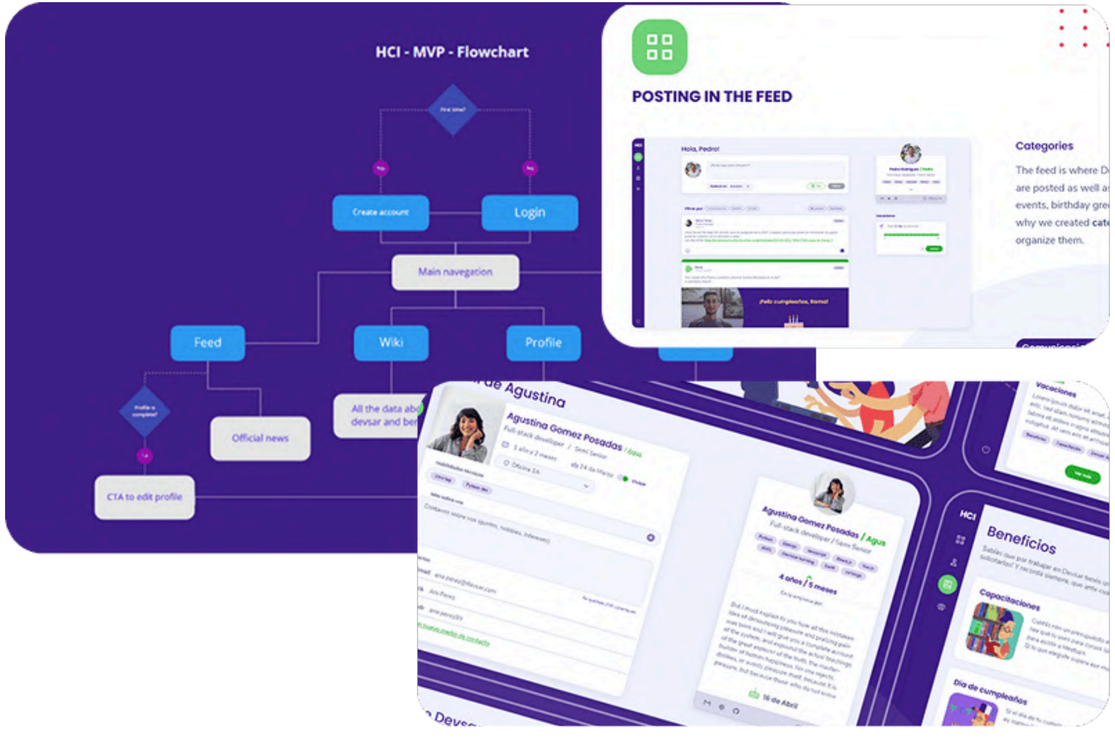
What We Did

To kick off the project, we conducted informal interviews and internal surveys to understand how people were currently accessing information and what challenges they faced. This helped us identify key tasks like checking vacation days, reading announcements, and accessing HR documents — and uncover pain points around scattered communication and lack of transparency.

Based on these insights, I designed wireframes and interactive prototypes to explore possible solutions. After validating the flows with internal users, I moved on to high-fidelity mockups using our Design System, contributing new components where needed. We launched a beta version, collected feedback, and iterated to improve usability and content accessibility.

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Featured Work



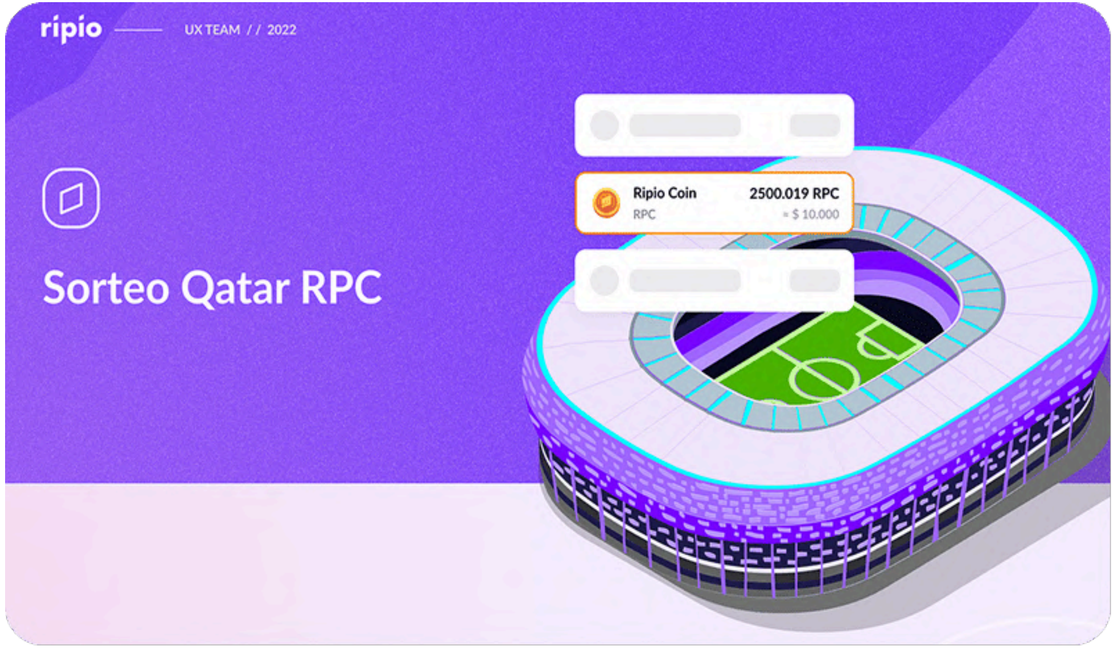
The results

- Reduced time spent looking for internal information
- Positive feedback from the team on clarity and usefulness
- Set the foundation for future tools using the same design patterns and infrastructure
- Strengthened the Design System with new components and documentation

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Featured Work



Qatar 2022 Lottery

Role: UX/UI Designer Lead

With the World Cup approaching, Ripio launched a unique campaign to connect its community with one of the most exciting global events. The goal was to reward users who bought and held 1,000 Ripio Coins (Ripio's community token) with a chance to travel to Qatar and attend an Argentina match — flight and ticket included.

The initiative was inspired by previous research insights showing strong user interest in holding tokens in exchange for meaningful benefits.

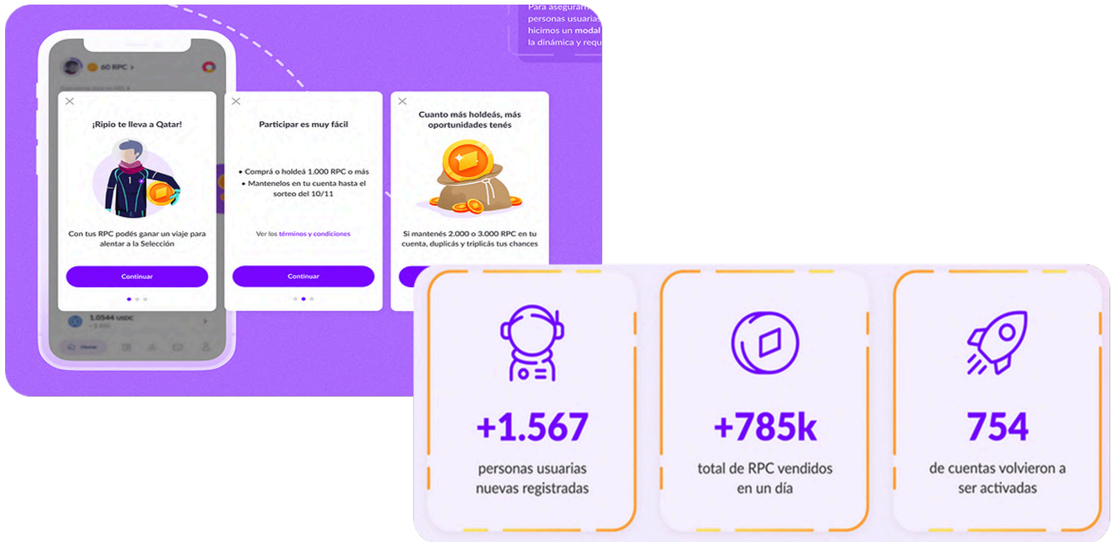
What We Did

This was a cross-functional effort involving Product, UX, CX, and Marketing teams. Based on the roadmap, the UX team worked on defining key flows and wireframes — from discovery of the campaign to token purchase and user follow-up.

The experience was supported by a set of in-app actions and timely notifications that helped drive engagement and ensure clarity at every step. Our aim was to make participation smooth, transparent, and motivating.

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Featured Work



The results

- High user engagement with the campaign and strong participation numbers
- Increased token adoption through a clear, incentive-based experience
- Positive feedback from users on the transparency and excitement of the flow
- One lucky winner attended a World Cup match to support Argentina in Qatar 🇦🇷⚽

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Featured Work



Design System Creation & Maintenance. Kula at Relyance.AI

Role: Design System Lead / Senior UX/UI Designer

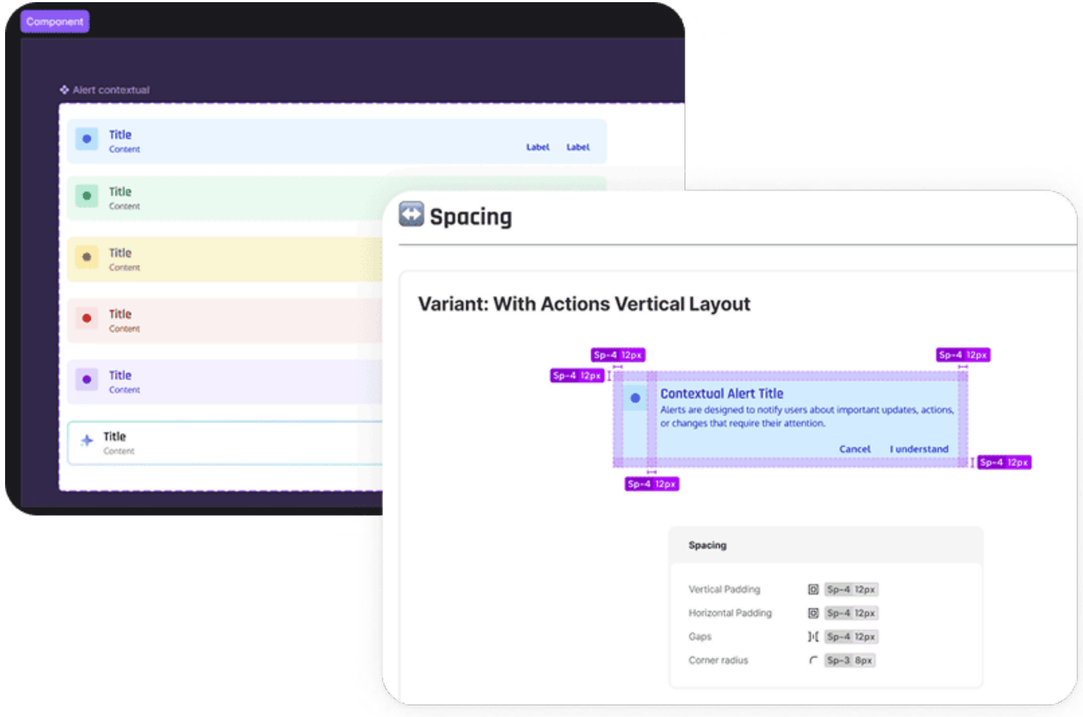
Led the end-to-end creation, documentation, and ongoing governance of “Kula”, the internal design system at Relyance.AI. Established scalable UI foundations, standardized interaction patterns, and improved collaboration workflows between design and engineering to support rapid product growth.

The problem

The product suffered from inconsistent UI patterns, duplicated components, and fragmented visual rules. Documentation was limited, and communication between design and development teams was informal and incomplete, causing implementation mismatches, slower delivery, and higher maintenance costs.

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Featured Work



Process & Implementation

To address the lack of UI consistency and the gaps between design and engineering, I led the creation and operational rollout of the “Kula” design system at Relyance.AI, establishing shared standards, documentation, and collaboration workflows.

- Built the system from the ground up, defining tokens, color styles, typography, spacing, and reusable UI components in Figma
- Standardized interaction patterns and component behavior to ensure a consistent UX across the platform
- Produced structured documentation and usage guidelines (initially in Confluence, later integrated into Figma)
- Aligned naming conventions, specs, and component structure with engineering to improve handoff quality
- Introduced a contribution, maintenance, and versioning workflow so teams could safely request and evolve components
- Maintained and expanded the system as the single source of truth supporting ongoing product development

LISANDRO EIJO

Contact me

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Thank you!