

Luca Zúñiga Brenes

Sr. Product / UX Designer

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Professional Profile

Senior Product Designer with 5+ years of experience designing and shipping end-to-end digital platforms for NGOs, public institutions, and international organizations. Specialized in translating complex, data-heavy, and policy-driven challenges into clear, usable, and scalable products.

Strong background in discovery, user research, stakeholder facilitation, and collaborative product development within fully remote, multidisciplinary teams. Experienced working under uncertainty, evolving requirements, and real-world constraints, where design decisions directly impact users, institutions, and collective outcomes.

Skills

- UX Research & Discovery
- User Flows & Journeys
- Wireframing and prototype design
- Accessibility & Inclusive Design
- Figma (advanced)
- WordPress HTML + CSS
- Cross-functional Collaboration
- UX architecture
- Use case study generation
- User experience testing
- Remote user testing
- Content strategy
- Strategic planning
- Multidisciplinary team coordination
- Agile methodology

Work History

ALT Cooperativa – Product / UX designer

December 2020 – Present

Led UX and product design for SaaS platforms and enterprise systems in governance, human rights, and organizational management for clients across Latin America, Canada, and Africa.

Key Contributions & Achievements:

- Led UX and product design for SaaS platforms and enterprise systems in governance, human rights, and organizational management for clients across Latin America, Canada, and Africa.
- Conducted stakeholder interviews and requirements workshops to understand business user needs, pain points, and goals for multi-role platforms.
- Translated complex requirements into user journeys, information architecture, and user flows for systems with varied user roles and permissions.

- Created low- and high-fidelity wireframes and interactive prototypes (using Figma) to communicate design intent and guide development.
- Partnered closely with Product Owners and stakeholders to align UX strategy with overarching product vision and business objectives.
- Collaborated with engineering teams in agile settings, balancing user needs with technical constraints to ensure design feasibility and adherence to usability standards.
- Applied user-centered design principles throughout the process.
- Gathered informal and structured user feedback to iterate on designs, laying the groundwork for usability testing practices.
- Championed accessibility and inclusive design principles in all projects, including those with a specific gender perspective focus.
- Collaborated with clients and organizations across Latin America, Canada, and Africa, adapting UX strategies to different cultural and organizational contexts.
- Led UX and design work for cloud-based platforms, including regional initiatives related to human rights, governance, and organizational management.
- Helped define and implement ALT's web management and digital product services, contributing to international client acquisition.

Teaching & Mentorship Experience

Fundación ADA ITW - UX/UI Mentor — Gender Perspective

June 2025 – August 2025 (invited by the academic board)

- Mentored students in UX/UI courses, emphasizing inclusive design and gender perspective in technology.

Coderhouse - UX/UI Design & UX Writing Instructor

July 2023 – June 2025

- Trained 300+ students in end-to-end UX/UI processes and UX writing. Recognized as a top-rated instructor.

Education & Training

- **Unity 2D Video Game Design & Programming** — Talento Tech (2025)
- **Introductory Python Course** — National Program “Codo a Codo” (2024)
- **Technical Skills Workshop (HTML & CSS)** — UTN (2023)
- **UX/UI Design Career Program (Beginner–Advanced)** — Coderhouse (2020–2021)
- **Bachelor’s Degree in Audiovisual Arts** — National University of the Arts (UNA) 2011–2021 | *Thesis completed*

Languages:

English (B2) – Conversational in professional environments;

Featured Projects**Redh – International Due Diligence Community**

Project developed in partnership with AVINA Foundation, UN Human Rights (OHCHR), and Conectando Derechos.

Design and implementation of a digital platform featuring a community hub, user system, directory, and resource center focused on international due diligence and human rights.

[Portfolio](#)

South Feminist Futures

Design and development of a feminist research platform, emphasizing UX Writing, accessibility, and inclusive digital experience.

[Portfolio](#)

Argentine Ministry of Public Works

Research, UX design, and interface development for a groundwater management platform, improving data access and usability for institutional teams.

[Portfolio](#)