

YONA DUVAUCHELLE

UX/UI Designer | Scalable Design Systems | Advanced UI Kits | High-Fidelity Prototyping
| Responsive Design

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Professional designer with over 8 years of specialization in User Experience and User Interface (UX/UI) design, backed by a strong foundation in graphic design. Expert in information architecture, high-fidelity prototyping, and building efficient Design Systems in Figma. Highly experienced in agile environments and workflow optimization, with a proven ability to integrate inclusive design (WCAG guidelines) and cutting-edge tools to deliver development-ready technical specifications.

WORK EXPERIENCE

Graphic Designer (Freelance) | Radebach Design 2024 – Present

- Independently managed and developed tailored visual and strategic projects for Radebach Design, collaborating directly with major corporate clients.
- Designed and animated high-impact corporate presentations in PowerPoint for the multinational company Enaex, transforming complex data into dynamic and professional visual narratives.
- Created logos and corporate identity systems from scratch for various clients, defining visual guidelines to ensure brand consistency and market positioning.
- Autonomously managed delivery timelines, direct client communication, and quality control for a wide variety of graphic design requirements.

UX/UI Designer | Ministry of Public Security (SITIA) Aug 2024 - Mar 2026

- Led the visual and experience design for an AI-powered crime prevention platform.
- Created the institutional Design System in Figma following Government guidelines, achieving reusable components and cross-platform consistency.
- Optimized user flows and visual hierarchies for both institutional and private users.
- Developed wireframes, mockups, interactive prototypes, and detailed design documentation (hand-off) for the engineering team.

UX/UI Designer (Freelance) | Cementos Bio Bio May 2024 - Dec 2024

- End-to-end redesign of the transactional website focused on scheduling concrete and cement orders.
- Created an exclusive UI Kit for the website, ensuring brand consistency.
- Developed a high-fidelity navigable prototype in Figma for business flow validation.

UI Designer | 2Brains (Caja Los Andes) Sep 2023 - Mar 2024

- Designed responsive interfaces for the Openmarket tourism platform targeted at members and the general public.

- Implemented a structured UI Kit using Auto Layout to ensure seamless mobile, tablet, and desktop adaptability.
- Supervised QA in direct communication with developers to guarantee design fidelity in production.
- Actively participated in the Scrum agile methodology, defining and prioritizing user stories.

UX/UI Designer | Match (Copec) Feb 2023 - Aug 2023

- Unified fragmented digital ecosystems (Viva Leer) into a scalable, Mobile-First design system.
- Designed the information architecture, cards, and interactive filtering systems for the Copec Chiletur app blog.
- Created micro-interactions and high-fidelity prototypes for strategic presentations and technical hand-offs.

Principal UX/UI Designer | NED 2018 - Feb 2023

- Led digital product design for major Latin American media outlets: Canal 13, La Red, and Albavisión.
- Designed full interfaces for mobile and Smart TV applications across multiple international markets.
- Planned design projects, estimating timelines, iterations, and managing feedback loops with technical counterparts.

EDUCATION

Universidad de Valparaíso | 2015

Professional Degree in Design & Bachelor of Arts in Design

ADDITIONAL CERTIFICATIONS

- How to Design for Accessibility (WCAG 2.2) | Udemy (2026)
- Building Design Systems in Figma from Scratch | Udemy (2024)
- UX/UI Specialization | Coderhouse (2022)

PROFESSIONAL SKILLS

Soft Skills

- Analytical thinking applied to solving complex interface problems.
- Effective communication with development teams, analysts, and stakeholders.
- Interdisciplinary collaboration in agile environments.
- Management and planning of design tasks with a product-priority focus.

Technical Skills

- User-Centered End-to-End Design and full product lifecycle management.
- Information architecture, visual hierarchy, and structured user flows.
- Creation of scalable UI Kits and Design Systems using Auto Layout methodologies.
- Inclusive design under WCAG 2.2 digital accessibility guidelines.
- Competitive benchmarking and user testing for continuous improvement.

TOOLS & TECH STACK

UX/UI Design & Prototyping: Figma (Advanced: Auto Layout, Components, Design Tokens), Sketch.

Graphic Design & Multimedia: Adobe Creative Cloud (Photoshop, Illustrator, InDesign, After Effects, Premiere).

Web & No-Code Platforms: Framer, Webflow.

AI-Driven Efficiency: Optimization of design workflows through Artificial Intelligence tools for ideation, process automation, and task structuring.

LANGUAGES

Spanish: Native

English: Advanced - B2 Level certified by the First Certificate in English (FCE), University of Cambridge.