

LEAD PRODUCT DESIGNER

Miguel Peribañez.

UX strategy, design systems and complex digital products.

Dénia, Alicante | [linkedin.com/in/miguelperibanez](https://www.linkedin.com/in/miguelperibanez) | Spanish native · Professional English · Basic Valencian

ABOUT ME

Product designer with 20+ years of experience connecting business, technology and user needs in complex digital products. I work from discovery and definition through design, validation, launch and iterative improvement.

20+ YEARS

Digital product, UX/UI and interaction design.
Industry · energy · healthcare · B2B and B2C platforms.

CAPABILITIES

01 Product strategy	02 UX for complex systems	03 Interaction and UI design
04 Design systems	05 Research and discovery	06 Work with technical teams

WORKING APPROACH

From research to informed decisions. User and business stakeholder research, complete journeys, information architecture and feature prioritization.

Rapid prototyping and validation. Design work from concept to high fidelity, mainly in Figma, collaborating with design, engineering, Product Owners and Scrum Masters.

After launch. Monitoring released features, product analytics, data-informed decisions and iterative improvement.

APPLIED AI

Generative AI applied to design.
EngiLens: design and frontend for computer vision.
Industrial defect detection.

Capgemini Engineering

Lead Product Designer · February 2022 - present

Leadership of UX strategy and execution for industrial, energy and healthcare products. Definition of scalable frameworks, stakeholder alignment, workshop facilitation and team support in Agile and DevOps environments.

SELECTED PROJECTS

01

Real-time railway operations

Hitachi | 2025 - 2026

Experience and interface design for a portal managing trains and drivers on the Cairo - Alexandria line. Integration with the railway control center, stations and database for real-time monitoring and operational control.

HMI · DevOps · AI for operational automation

02

Blade inspection and repair

Siemens Energy | 2025

UX design for global engineering tools supporting quality, inspections and repair management. Collaboration with plant leaders in Aalborg, operational documentation and an AI-based visual damage-detection system.

Computer vision · Design system · International teams

03

Clinical management and patient journeys

Donte Group | Oct 2024 - present

Functional and visual redesign of the clinic management platform. Analysis of workflows and pain points, complete journeys and prototypes validated with users in clinical environments.

UX/UI · Operational workflows · User validation

04

Wind turbine lifetime extension

Siemens Gamesa | 2023 - 2024

Web product enabling Engineering and Sales teams to manage lifetime-extension assessments. User and business research, data-rich dashboards and definition of AI-based features.

Data visualization · UX workshops · Applied AI

Design for critical systems

Digital products that turn technical operations, complex data and real constraints into clear, actionable decisions.

ANOTHER SELECTED PROJECT

05

Sustainable data center infrastructure

Submer | 2023

Product design and UX research for a liquid immersion cooling control and monitoring platform, with alerts and operational control for critical systems.

B2B · Critical systems · Stakeholder alignment

COLLABORATION AND LEADERSHIP

Experience coordinating work across design, engineering and business; facilitating stakeholder conversations; mentoring designers; and applying training in leadership, collaboration, team management, negotiation, time management, growth mindset, innovation, Design Thinking, Scrum and Product Ownership. I initiated UX Hub in AKKA Madrid to help develop a UX culture within the organization.

PROFESSIONAL PUBLICATION

Opinion article "User experience as a success factor in the Smart Industry", published in [Silicon](#) in 2022.

BUSINESS

Stakeholder research.
Prioritization and product vision.

DESIGN

Complete journeys and prototypes.
Scalable and consistent systems.

ENGINEERING

Agile and DevOps delivery.
Technical validation and continuous improvement.

Product, design and creative direction

Previous experience in high-integrity software, digital platforms, hospitality, e-commerce, culture and B2C products.

PREVIOUS EXPERIENCE

2019 - 2022

UX Consultant

AKKA Technologies

UX/UI, HMI and frontend design for high-integrity industrial and railway software. Delivered projects for Alstom, Bombardier Canada, Talgo and Siemens.

2014 - 2019

Full-stack Designer

Freelance

Concept, interaction and web and mobile experience design. Ongoing collaboration with Visual Publinet; HTML emails and lead-generation landing pages for TuComunidad, a property-community platform.

2016 - 2018

UX Product Designer

Intrasenze Sweden

Experience and interface design for digital security solutions and a scalable digital community managed by its users.

2013 - 2016

UX/UI Product Designer

Guestperience

UX/UI design for a white-label B2B platform for hotels and accommodation providers, adapting design, content and functionality for each client.

2008 - 2014

Head of Design and Product Manager

Red Karaoke

B2C digital product for web, mobile and Smart TV. Design leadership, feature definition, subscription models, launches and international expansion across several markets.

2005 - 2011

Founder and Creative Director

FRENZY Experience

Co-founder and creative director of a multidisciplinary digital studio delivering projects for international brands.

2005 - 2007

Assistant Director

Paradise Club Mykonos

Staff coordination and collaboration on digital communications, event programming and artist contracting.

TRAINING AND SOCIAL CONTRIBUTION

Continuous training

Leadership, collaboration and team management · Meeting management · Strategic Thinking · Negotiation techniques · Time management · Design Thinking · Scrum Product Ownership · Figma UI/UX Advanced.

Digital inclusion volunteering

Fundación Integra and Fundación Capgemini (2023): basic digital skills workshop for people facing barriers to employment.

Mensajeros de la Paz and Fundación Capgemini (June - July 2023): one-to-one digital mentoring to support independent use of digital services and public procedures.

TOOLS

Figma · FigJam · Miro · Mural
Design systems · HMI · UI
prototyping
HTML/CSS · Agile · Scrum ·
DevOps
Generative AI · Prompt engineering

Professional portfolio available for selection processes. Cases and materials shared in line with applicable confidentiality agreements.