

Javier Guglielmi Manent

Senior UX/UI Designer | UX Lead | Strategic Thinker

Professional Summary

Experienced and multidisciplinary UX/UI Designer with 20+ years in visual design, branding and digital products. Certified Scrum Master (PSM I) and currently UX Lead at Getronics, managing the UX strategy and design process for digital platforms across Europe, including health and government services. I combine a strategic approach, strong visual craft, and a human-centered mindset to deliver accessible, scalable and elegant user experiences. Fluent in Spanish and English.

Personal Information

Location: Cervelló, Barcelona

ID: 55253278X

Email: jguglielmi@gmail.com

Phone: +34 600 91 92 98

Web: www.javierguglielmi.com

LinkedIn: www.linkedin.com/in/javierguglielmi

Behance: www.behance.com/javierguglielmi

Skills

UX Research · Wireframing · Prototyping (Figma + Figma Make + Lovable)

UI Design · Design Systems · Visual Communication (Adobe CC)

AI Tools for Design & Content (ChatGPT, MidJourney, ReCraft, Lovable, Figma Make)

Conversational AI Interfaces · Accessibility · WordPress

Leadership · Agile Methodologies (Scrum) · Strategic Thinking

Professional Experience

Getronics – UX Lead

Barcelona, Remote | July 2022 – Present

As the Head of UX, I lead the design of digital experiences for both internal and external products, focusing on sectors such as healthcare, public administration, and services. I work closely with cross-functional teams to define user flows, design intuitive interfaces, and ensure product consistency across complex environments. Additionally, I serve as a Scrum Master, promoting Agile methodologies and fostering collaborative workflows within the design team.

Highlighted Projects:

Museo del Prado

Professional Role: UX/UI Designer

Project: Cataloguing System / Web Templates / CRM / Ticketing

Date: July 2022 – July 2023

Project Description:

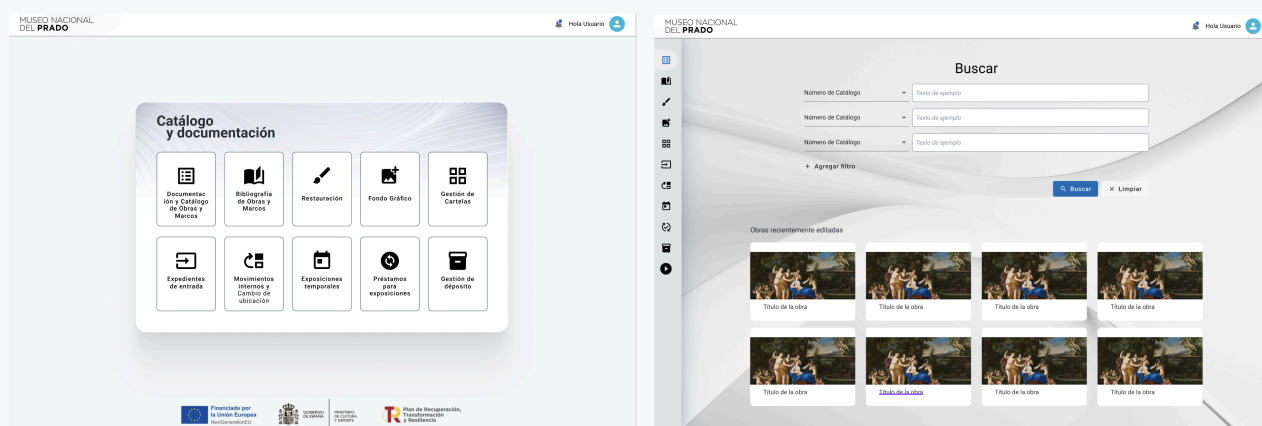
Comprehensive design of the user experience and interface for a multifunctional application for the Museo del Prado, including cataloguing systems, CRM, and ticketing management. This highly complex project required a detailed and collaborative approach with functional analysts and key stakeholders.

Main Responsibilities:

- Designed user flows, wireframes, interactive prototypes, and high-fidelity mockups.
- Closely collaborated with functional analysts to ensure alignment between client needs and proposed solutions.
- Presented and validated design proposals with stakeholders, adapting solutions to meet the museum's functional requirements.
- Documented and delivered all assets and design artifacts produced throughout the project.

Technologies Used:

Figma, Miro, Adobe Creative Suite, Microsoft Word, PowerPoint, Microsoft Teams, Outlook, Trello.



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MUSEO NACIONAL
DEL PRADO

Hola Usuario

Datos básicosCatálogoEspecíficosConjuntoFragmentadaRelaciones y vinculaciónIconografíaFirmas y marcasTextos obrasPréstamos e HistoriaRestauraciónBibliografía

Propuesta Web

Prioritaria evacuacionDestacadaModelo de Ejemplares

Título de la obra

Texto de ejemplo

Título de la obra en inglés

Texto de ejemplo

Autor / Autores

Texto de ejemplo

Serie / Colección

Texto de ejemplo

Número de Serie / Colección

Texto de ejemplo

Edición / Estado

Texto de ejemplo

Descripción de la obra

Texto de ejemplo

Datación

Texto de ejemplo

Escuela

Texto de ejemplo

Lugar de producción

Texto de ejemplo

Materia

Texto de ejemplo

Medida

Texto de ejemplo

Tipo de Objeto

Texto de ejemplo

Ceca

Texto de ejemplo

Soporte

Texto de ejemplo

Técnica

Texto de ejemplo

NTUC FairPriceGroup (Singapur)

Professional Role: UX/UI Designer

Project: Employee Application

Date: July 2022 – October 2022

Project Description:

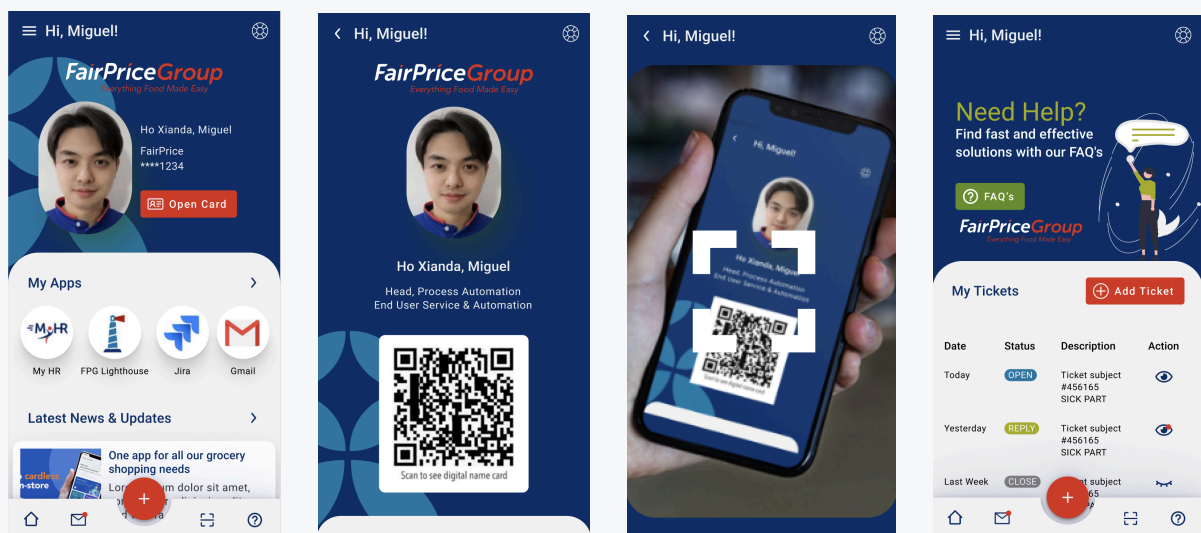
Design and optimization of an internal employee application for NTUC FairPriceGroup, focused on improving usability and enhancing the user experience.

Main Responsibilities:

- Conducted three collaborative sessions with the client to analyze the app's usability and map out its key functionalities.
- Designed essential tools and documentation, including:
- User personas and user journeys
- Critical user flows
- Wireframes and interactive prototypes
- Modular design system
- Delivered thorough design process documentation to ensure knowledge transfer and project continuity.

Technologies Used:

Figma, Miro, Adobe Creative Suite, Microsoft Word, PowerPoint, Microsoft Teams, Outlook.



ANCHOR HANOVER UK

Professional Role: UX/UI Designer

Project: UX/UI Design of a Stock and Inventory Management App

Date: July 2022 – July 2023

Project Description:

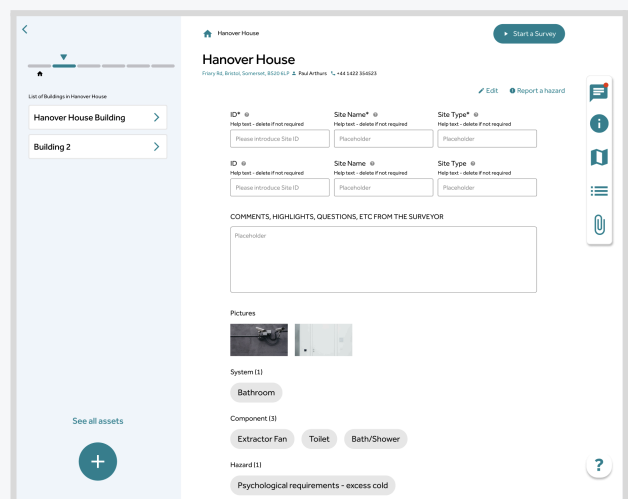
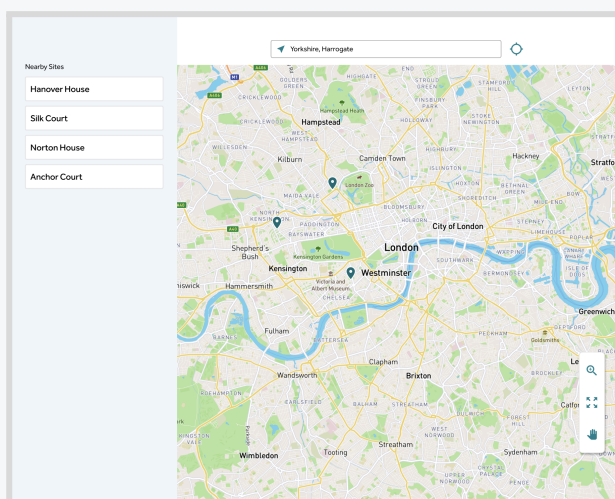
User experience and interface design for an application focused on stock and inventory control of properties managed by ANCHOR UK. The app was designed for field technicians, allowing them to assess the condition of items, record decisions on repairs, renewals or replacements, and manage buildings in an efficient and organized manner.

Main Responsibilities:

- Created an intuitive and efficient user experience tailored to the needs of field technicians.
- Designed clean and functional interfaces, prioritizing speed and ease of use on mobile devices.
- Delivered user flows, wireframes, and interactive prototypes for validation with the team.
- Collaborated closely with the client's team to ensure the solution met both functional and operational goals.

Technologies Used:

Figma, Miro, Adobe Creative Suite, Microsoft Word, PowerPoint, Microsoft Teams, Outlook, Trello.



<

Hanover House / Name of The Building

Pause Survey

Submit

List of Buildings in Hanover House

Hanover House Building >

Name of The Building >

Name of The Building

EditReport a hazardAdd a comment

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Please introduce Site ID

Site Name* ⓘ
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ID ⓘ
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Please introduce Site ID

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COMMENTS, HIGHLIGHTS, QUESTIONS, ETC FROM THE SURVEYOR

Pictures



System

Component

+ See all assets

? Help

Hanover House / Hanover House

Component

Extractor Fan

ID

025

Parent ID

023

Type

Bath Overhead

Related System

Bathroom Kitchen

Related component

component component

Material

Glass PVC

EXTRACTOR FAN

54

Components in a building

Good

Condition

May 5

2017

Installation date

Component ID ⓘ Help text - delete if not required coded ▾	Component ⓘ Help text - delete if not required coded ▾	Install Date ⓘ Help text - delete if not required coded ▾
Expecting Cycle Life ⓘ Help text - delete if not required coded ▾	Life Cycle Replacement ⓘ Help text - delete if not required coded ▾	Planned Replacement ⓘ Help text - delete if not required coded ▾

Material

Materials ⓘ

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Freelance Experience

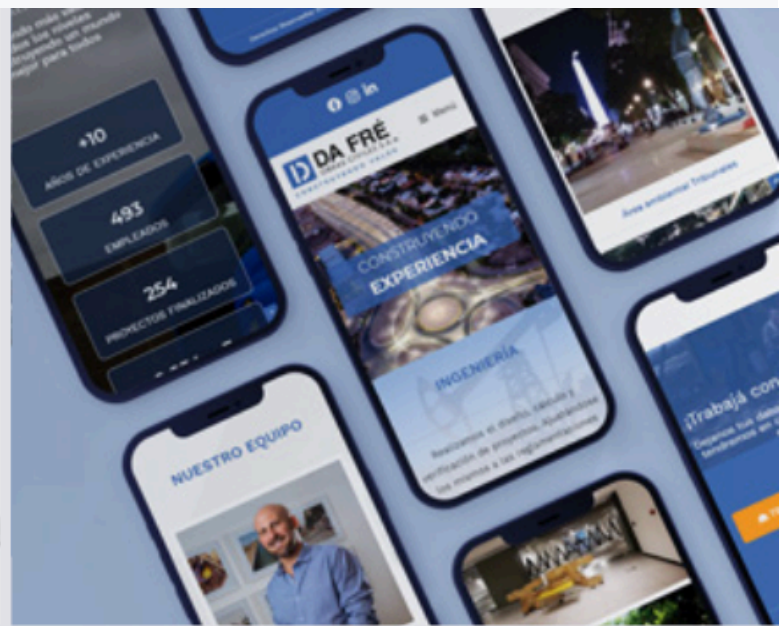
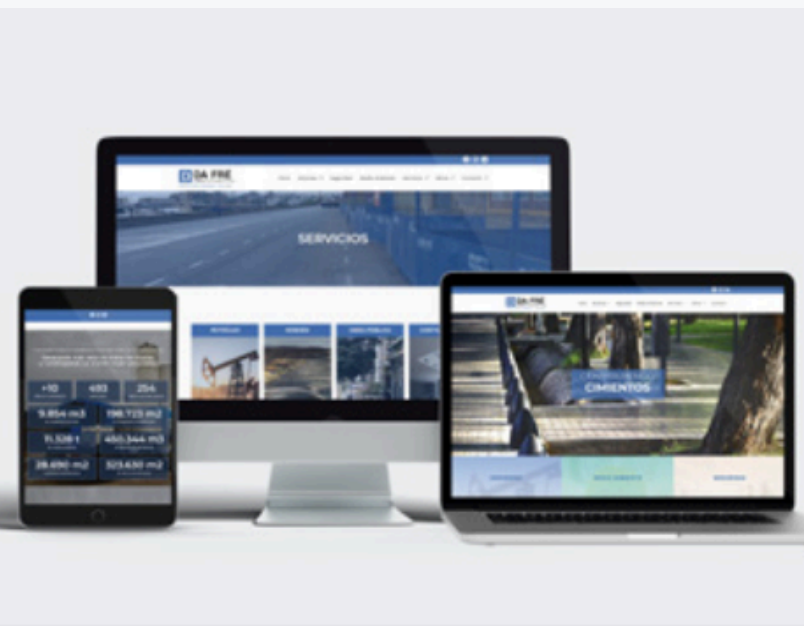
Da Fre Obras Civiles

Role: Project Leader & UI/UX Designer

Year: 2021

Description:

- Designed and developed the company's website and institutional brochures.
- Created wireframes and interactive prototypes.
- Managed content and visual communication strategies.



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HCD

Role: Communications Director & General Coordinator

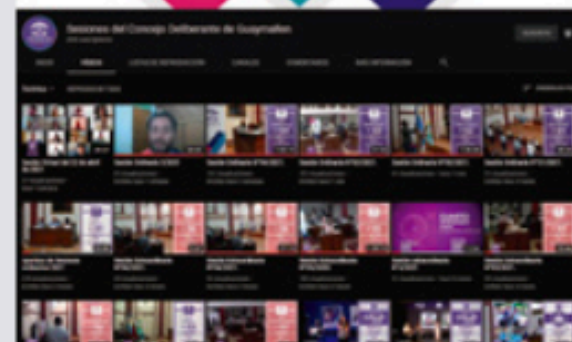
Period: 2016 – 2021

Description:

Led interdisciplinary teams and developed internal and external communication strategies.

Designed corporate identity and developed digital platforms (website, app, social media).

Implemented usability systems to enhance the user experience on the institutional website.



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AquaExpress

Role: Graphic and Web Designer

Period: 2015 – 2020

Description:

- Developed a mobile application and created brand identity.
- Designed packaging and coordinated advertising campaigns.
- Implemented digital communication strategies across web, app, and social media platforms.



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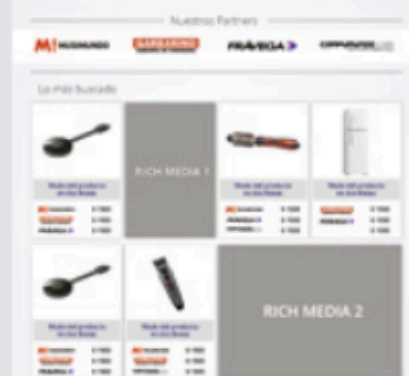
ComPre App

Location: Chile – Argentina

Period: 2017 – 2018

Description:

- Designed user interfaces and user experience for a mobile application.
- Developed branding and digital communication strategies.
- Managed the project and led multidisciplinary teams.



Graphic and Packaging Designer – Industrias J. Matas

Period: 1999 – 2003

Description:

I was responsible for the design, development, and maintenance of packaging for over 80 products, including broths, dehydrated soups, and mashed potatoes, all for private label brands of major supermarket chains such as Carrefour, Leader Price, Dia, Walmart, and Jumbo.

Key Responsibilities:

- **Packaging Design & Updates:** Ensured all products complied with legal regulations and were aligned with each brand's guidelines.
- **Prepress Management:** Coordinated prepress tasks, including frequent travel to Chile to oversee print production and to Buenos Aires for meetings with brand managers.
- **Printing Systems Expertise:** Gained hands-on experience with flexography, rotogravure, and traditional methods, enabling full supervision of the packaging production cycle.
- **Direct Brand Collaboration:** Worked closely with client brands to ensure that designs met their market strategies and expectations.

This role allowed me to develop a comprehensive understanding of the packaging process—from concept design to final production—always aligned with the technical and commercial demands of each client.

Freelance Graphic & Digital Designer

Period: 2000 – Present

Description:

Since 2000, I have worked independently as a graphic and digital designer, developing creative solutions for a wide range of clients across various industries. My focus has always been to combine visual creativity with strategic thinking, adapting each project to the unique goals, audiences, and challenges of every client.

Over the years, I have led and executed projects in:

- Brand identity development
- Web and UI design
- Packaging and print materials
- Infographics and visual storytelling
- Digital communication strategies across web, social media, and mobile platforms

My work reflects a deep understanding of how design shapes user perception and experience, whether it's through intuitive interfaces, consistent branding, or compelling visual narratives.

Rather than listing individual clients, I showcase a curated portfolio that illustrates the diversity of my work and the high standard of quality and adaptability I bring to every project.

This broad experience has also enhanced my ability to collaborate cross-functionally, manage end-to-end creative processes, and ensure that visual design aligns with broader business and user experience objectives.



Education & Certifications

Professional Scrum Master I (PSM I) – Scrum.org (2023)

Bachelor in Graphic Design (coursework and thesis completed; thesis not submitted)
Universidad Nacional de Cuyo, Mendoza (1998–2004)

Languages

Spanish – Native

English – Professional working proficiency (used daily in international teams)

Tools & Tech

• AI tools for design and content generation • Figma • Figma Make • Lovable • Adobe CC (Photoshop, Illustrator, After Effects) • WordPress • Miro • Notion • Jira • Slack • GitHub (basic use) • HTML/CSS (basic knowledge)

If you need more information, feel free to visit my portfolio to see some of my recent projects: **www.javierguglielmi.com**