



Robert Betancourt

Product Designer • UX • UI • Design Systems • AI-Assisted Design

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🌐 <https://robertbetancourt.framer.website>

About

Product Designer with 5+ years of experience designing digital products from discovery to delivery. Specialized in fintech, AI-powered products, scalable design systems for web and mobile applications. Passionate about simplifying complex workflows, collaborating closely with engineering teams, and building products that balance business goals with exceptional UX.

Experience

Lusaxweb

Product Designer

Remote, Spain

May 2021 – Jan 2026

Banexcoin — Crypto Exchange (Peru & Bolivia)

- Led end-to-end product design across web and mobile, from discovery and UX flows to high-fidelity UI and developer handoff. Designed key experiences including onboarding, KYC, wallet, transfers, trading, and card management for multiple markets.

B89 — Digital Banking & International Transfers (Peru)

- Designed mobile banking experiences for remittances, payments, and card management, simplifying complex financial workflows.

Tryzzy — Social Media (France, Spain)

- Designed a scalable component library supporting 2,500+ mobile screens and improving consistency across the product.

Skills

Core Expertise:

Product Design, Design Systems, UX Design, UI Design, Interaction Design, User Flows, Information Architecture, Rapid Prototyping.

Design Systems:

Design Tokens, Semantic Variables, Component Libraries, Auto Layout, Developer Handoff.

Domain Expertise:

Fintech, Digital Banking, Cryptocurrency Products, AI-Powered Products, Mobile-First Design.

Tools:

Figma (Expert), FigJam, Framer, Claude Code, ChatGPT, Gemini, Jira, Notion.

Projects

Mimik — Mobile Party Game

2026 | 3/5 Days

- Designed the end-to-end experience of an offline multiplayer mobile game, including gameplay flows, design system, branding, and AI-assisted production workflow.

<https://github.com/robertbetancourt/mimik>

Lumi — AI Storytelling App for Kids

Jan 2026 - April 2026

- Conceptualized and designed the mobile interface and behavioral UX for an AI-driven product for children aged 3-11.

Languages

Spanish

Native

English

Intermediate (B1/B2)