

Felipe Degetau

Senior Product Designer · Mérida, Mexico (GMT-6) · Remote
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Summary

Senior product designer working on fintech and SaaS products since 2018, and on US-based teams for the last five years, at Umba and then as a contractor at Porch Group. I take products from the messy problem to the shipped interface: user research, flows, prototypes, design systems and, lately, production code built with AI alongside engineering.

Experience

Product Designer (Contract) · Porch Group (ISN) · Jul 2022 – Nov 2026 · Remote

- Redesigned ISN's entire legacy UI, the web CRM home inspectors use to run their business.
- Built and maintained the design system for ISN's CRM, replacing one-off legacy components with documented, reusable ones shared with engineering.
- Designed and built, alongside engineering, an internal MVP that helped Porch Group launch the MVP of a new product; shipped code to production through PRs.
- Ran user interviews and usability tests with inspectors to shape the redesign.
- Designed features for the iOS and Android apps based on user feedback.

Product Designer · Umba · Jun 2021 – Jun 2022 · Remote / Hybrid

- Led design for the lending feature of a US fintech serving Nigeria and Kenya: audited the legacy experience, mapped user pain points, and designed and validated new flows with prototypes and user testing.
- Worked cross-functionally with the product team in San Francisco, local teams in Africa, engineering and data science to define and ship feature updates.
- Contributed to the design system for the iOS and Android app.

Product Designer · Eliot (spun out of Círculo de Crédito) · Jan 2020 – Jun 2021

- Designed digital financial products and owned the company's design system and visual communication.
- Ran user interviews, journey maps and usability tests in early product research.

UI Designer · Círculo de Crédito · Nov 2018 – Jan 2020

- Designed the brand, UI and prototypes for a consumer app to check your credit report at one of Mexico's credit bureaus, and tested it with users.

Freelance UI Designer · Mexico City · 2014 – 2017

- Designed the UI of iOS and Android apps for a custom software studio.

Projects

Bogey Boys · Personal project · Sep 2025 – Present

- Designed and built, with Claude Code, the app that runs a 40-player golf league in Mérida: offline hole-by-hole scoring, handicap verification against GHIN and a live leaderboard. Native iOS app in React Native in progress.
- Moved the league from scorecard photos copied into Excel, to Notion, to the app; in fall 2026, 39 players submitted 288 scorecards with no manual approval.

Skills

- **Design:** product design, interaction design, visual design, design systems, prototyping, AI-assisted prototyping, user research, usability testing
- **Building:** prototyping in code and shipping production code through pull requests with AI coding tools (Claude Code): HTML, CSS, React
- **Tools:** Figma, GitHub, Notion, Maze

Education

Design (coursework) · Universidad Autónoma Metropolitana · 2014 – 2017

Languages

Spanish (native) · English (fluent)