

Augusto Pagliarini

Product Designer

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Professional Summary

Product and UI/UX Designer with 10+ years designing intuitive and scalable digital experiences across cybersecurity, healthcare, government, AI, and enterprise platforms. Self-driven and skilled in collaborating cross-functionally in a remote setting to ship accessible, responsive, and high-quality, pixel-perfect designs on time. Experienced leading end-to-end design from discovery, research, iterative design and high-fidelity prototyping.

Skills

Design: Product Design, Visual Design, Interaction Design, User Research, User Flows, Wireframing, Rapid Prototyping, Design Systems, Component Libraries, Responsive Web Design, Accessibility, Iterative Design

Software: Figma, Adobe xD, Illustrator, Photoshop, WordPress, HTML, CSS, monday.com

Experience

Product & UX Designer / Spire Communications • July 2023 – March 2026, Alexandria, VA

- Led UX design for the redesigned HealthIT.gov website, **contributing to a 200% increase in engagement rate**
- Designed and shipped an **80+ component design system** in partnership with engineering, creating scalable UI patterns that improved consistency and accelerated production in Wordpress.
- Created wireframes, interactive prototypes, and high-fidelity responsive UI designs to support product direction and stakeholder alignment throughout the redesign lifecycle.
- Incorporated user testing, usability feedback, and research insights to iteratively improve complex workflows and interaction patterns, partnering with stakeholders to gather qualitative and quantitative insights that informed design decisions.
- Worked collaboratively to ensure responsive, accessible experiences aligned with WCAG and Section 508 standards.

Sr. UX Designer & Team Lead / Bluetext • August 2016 – July 2023, Washington D.C.

- Led end-to-end UX and UI design across **17+ B2B and enterprise clients** spanning cybersecurity, AI, healthcare, government contracting, energy, retail, and telecommunications.
- Collaborated directly with product managers, developers, and executive stakeholders to launch responsive digital experiences across web platforms and data-driven products.
- Built and maintained design systems and reusable UI libraries that improved consistency across projects and reduced design-to-development friction.
- Produced high quality prototypes of responsive experiences throughout various projects in a variety of industries.
- Mentored a team of 5 designers, reviewed UX and visual design work across the practice.

Education

University of Maryland, College Park, Maryland / B.A. in Studio Art with a concentration in Graphic Design

Montgomery College, Rockville, Maryland / A.A. in Graphic Design