Yazmín Benítez



Product Designer · design systems and AI-built products
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Portfolio: spaceyaz.com · LinkedIn: linkedin.com/in/yazminbenitezc
Resident with work permit in Spain · Available full-time

PROFILE

Product designer with 4+ years of experience designing web products and websites for clients in Spain and the United States. I own a design system that lives in code, and I ship interface work myself with AI coding agents instead of handing over static files. Vistta and Motion went from idea to production this way. I have built my own designs in Webflow for years, so I design with the build in mind: structure, states and responsive behaviour are settled before handoff. Before design I spent 3 years in sales, so I'm comfortable talking to users.

EXPERIENCE

Co-founder & Design Director · Musho – AI Studio

Valencia · August 2026 – present

- Own the studio's design system end to end: tokens, components and usage rules, implemented in code and used by every product we build. Each new screen is audited against it.
- Lead the design of our internal CRM, a data-dense web app the team uses every day: sales pipeline, task boards, a document library and a content planner.
- Designed Sparring, an LLM app where an AI judge scores sales calls against 21 criteria. Rewrote 8 criteria the judge scored inconsistently and cut inconsistent verdicts by 29%, measured by re-judging the same recorded conversations.
- Created 2 in-house tools end to end, built with AI agents I configured and directed: Motion (250+ animated templates) and Graphs (a canvas of 100 generative visuals with a panel to tune every value).
- Took the studio's website (Next.js, Tailwind) from 82 to 100 in Lighthouse without removing its animation.

Product Designer & AI · kingseo. / Kocoro

Santa Cruz de Tenerife (remote) · February 2024 – August 2026

- Built Vistta, a home staging SaaS that reached 1,400 users in 6 months, end to end: research, UX/UI for the app and the website, and a product built entirely with AI agents configured for the project.
- Worked alongside the studio's engineers on client products.
- Designed and built websites in Webflow for international clients, including a project for General Catalyst in collaboration with Pentagram.

Webflow Developer & Product Designer · RedBox US | yuxta

New York (remote) · June 2024 – July 2025

- Designed and developed websites for US companies in finance, health and architecture, working directly with their owners.
- Designed an app in Figma that the client's engineering team then built.

Product Design Intern · elmeunebot

Valencia (remote) · August 2022 – March 2023

- Designed wireframes and prototypes used in workshops and usability tests, and contributed to the design system.

Earlier experience in sales and operations

Mexico · 2017 – 2021 · Solar energy sales at POWEN Energy and Enlight; logistics coordination at Peugeot.

EDUCATION

- Master's in UX/UI, Graphic and Web Design · CEI – Escuela de Diseño · 2022 – 2023
- Master's in Design Thinking and UX/UI Design · Barreira Arte + Diseño · 2021 – 2022
- Diploma in Digital Marketing · Universidad Panamericana · 2017 – 2018
- Bachelor's in Business Administration · UNAM · 2012 – 2016 · exchanges in France and Chile

SKILLS

- **Product design:** UX/UI for web apps, design systems, information architecture, prototyping, usability testing, accessibility (Uxcel certified).
- **Design to code:** Figma, design tokens, HTML and CSS, Tailwind, Next.js with AI coding agents (Claude Code), Webflow, Framer.
- **AI:** agent workflows, prompt writing, reviewer agents that check work before it ships, image generation (Midjourney, Runway).

LANGUAGES

Spanish (native) · English (professional working proficiency)