

Brandon Pomsztein

SKILLS

- Design Thinking
- Cross-Functional Collaboration
- Stakeholder Management
- Rapid Iteration
- Agile / Scrum Workflow
- Design Handoff
- User Interface (UI) Design
- Information Architecture
- Wireframing
- Prototyping (Low/High-Fidelity)
- Effective Prompt Design
- Multifaceted User Research
- Meaningful Data Analysis
- Moderated User Testing
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe Lightroom
- Canva
- Rhinoceros
- Twinmotion
- Photography

EDUCATION

- UX/UI Designer Certification**
UX Academy - Designlab
- Bachelor of Architecture (B.Arch)**
Universidad de Belgrano, Argentina

CONTACT

- ✉ branpomsztein@gmail.com
- 🌐 branpoms.com
- 📞 (+54) 11 3209 8303

ABOUT ME

My journey began in architecture, where I built my foundation in design while constantly being drawn to digital products. Pivoting to product design allowed me to bring a truly complete perspective to the field. Grounded in spatial logic and human interaction, I approach user experience from a unique point of view—creating structured, functional, and delightful digital experiences.

LEEG | UX/UI2026

Transformed complex stakeholder requirements into structured, gamified career progression dashboards using data-backed user research.

RPG COMPANION APP | UX/UI2026

Redesigned the dark-fantasy UI and streamlined complex tabletop mechanics for an established mobile app, improving usability and engagement for over 1M active users.

HAVENLY | INTERIOR DESIGNER2024 - 2026

Development of conceptual proposals and interior design for clients in the US market, blending aesthetics, functionality, and specific user requirements.

G&D DEVELOPERS | ASSISTANT ARCHITECT2022 - 2023

Assisted in on-site construction supervision and technical documentation to ensure project compliance and execution accuracy. Coordinated communication directly with multidisciplinary field teams, contractors, and vendors. Solved unexpected technical challenges on-site while upholding high standards of quality and design discipline.