

Daniel Angarita

DIGITAL PRODUCT DESIGNER

danielangarita.com

M: daniel.angaritab21@gmail.com · T: +40 778 167 841

in: linkedin.com/in/danielangaritab



Industrial and product designer with 7+ years of experience across product design, visual identity, and 3D visualization, now working in UI/UX design. Trained at Politecnico di Milano, with a practice built on translating technical and engineering concepts into clear visual systems, from physical products to digital interfaces.

Skilled in Figma, Adobe Creative Suite, Blender, Rhinoceros, and KeyShot, with a strong foundation in design systems, iconography, and interaction design. Based in Bucharest, with professional experience across European studios and multidisciplinary, international teams.

EXPERIENCE

Product Designer · Personal Project

Feb 2026 · Aug 2026

Jiminy · Personal finance app

danielangarita.com/work/jiminy

- Designed end to end a personal finance app that guides instead of just tracking: research, UX/UI, design system, and prototype.
- Built a design system of 30+ components and 90+ variables in Figma, with dark and light modes.

Senior Product Designer

Dec 2022 · Mar 2026

Studio FUKSAS · Rome, It

www.fuksas.com

- Led visual communication and storytelling for product launches, trade fairs, marketing campaigns, and brand identity.
- Developed product concepts and visual systems for 10 Italian and European brands, including collaborations with Baxter, Ichendorf, and Martinelli Luce.
- Created 3D visualizations, product renders, material studies, and presentation layouts to communicate design concepts to clients and international audiences.
- Developed wayfinding systems and experience design for architectural and airport projects.
- Collaborated with multidisciplinary teams across research, concept development, prototyping, and production.

Product Designer · Co-founder

Feb 2024 · Present

Albastru Azul · Bucharest, Ro

www.instagram.com/albastruazul/

- Co-founded an independent architecture, design, and research studio focused on creating new spatial and product experiences.
- Led research, concept development, and iterative design across architectural, spatial, and product projects.
- Developed project narratives, visual concepts, and 3D visualizations to communicate design intent and user experiences.
- Developed internationally award-winning projects.

Product Designer **Andrea Sanguineti Studio · Milan, It**

2022

Industrial Designer **Reinhard Dienes Studio (RDS) · Bogota, Col**

2019

Industrial Designer **Prosein B.C. · Bogota, Col**

2018

Design Intern **Grupo Éxito · Bogota, Col**

2017

SKILLS

Digital Product Design

Figma · Design Systems · Design Tokens · Tokens Studio · Wireframing & Prototyping · Jitter

UX & RESEARCH

User Research · Journey Mapping · Usability Testing · Notion · Accessibility (WCAG)

AI

Figma AI (Agent + Make) · Claude · Claude Code (design-to-code) · Lovable · Midjourney · Vizcom · Adobe AI

ADOBE

Photoshop · Illustrator · InDesign · Lightroom

3D & VISUALIZATION

Rhinoceros · Blender · KeyShot · V-Ray

+

Visual Communication · Design Narratives · Art Direction · CMF · Concept Development

EDUCATION

MSc. Integrated Product Design

Politecnico di Milano · Milan, It

graduated on 2023

Full merit-based scholarship recipient.

B.S. Industrial Design

Universidad Autónoma de Colombia

graduated on 2017

Nominated for meritorious thesis

CERTIFICATES

UX Design Professional Certificate

Google · Coursera

2026

LANGUAGES

Spanish Native

English C1 · Professional proficiency

Italian Professional

Romanian Basic proficiency

AWARDS & COMPETITIONS

Noura Lamps by Fuksas Architects · iF Design Award P. Design & Lighting category · Team member	2026
SPAN speaker · 1st prize Parohial, audio speaker design contest	2026
The Unfolding Grid · 3rd prize Romanian Creative Week 2026	2026
RE:start · 2nd Prize Bacău Design Competition · Co-author	2025
Parásitos · Award nomination ALTFEL – Bienala Națională de Arhitectură 2025	2025
Exedra armchair · 1st Place Winner Ideas4wood contest VII edition · Carpanelli Award. Professional category	2025
Parásitos · Finalist project Concéntrico 24/25, RCW 2025 · Objects in city contest. Urban objects, installation	2025
Péndula Bookcase · 3rd Prize Ideas4wood contest VI edition · Carpanelli Award. Professional category	2024
Signs of life · 2nd prize, Honorable mention Transylvania Biennale 2024 · Nature Spotting Contest	2024
Reflected Spaces · Honorable Mention Romanian Creative Week 2024	2024
Stendinuovo · Finalist project Clear Channel Italy · Rebike contest.	2022
Guest speaker · Design 4.0 podcast “Actualizarse o innovar” hosted by Claudia Alvarez.	2021
Full tuition scholarship · Politecnico di Milano Master of Science. Merit based scholarships to the most talented candidates	2020
EDUJAM 2019 · First Place Ministerio Nacional de Educacion de Colombia, Universidad Nacional de Colombia	2019

EXHIBITIONS & PUBLICATIONS

Parásitos · ALTFEL – Bienala Națională de Arhitectură 2025 · Romanian architecture Annual exhibition	2025
Signs of life · Romanian architecture Annual exhibition · Project presentation showcased at Republicii Street, Braşov.	2025
Reflected Spaces · Romanian architecture Annual exhibition	2024
Stendinuovo · Project exhibited during the Milano design week at WWF Italy space.	2022
“COMMY, inclusive tableware for children” · Publication in D-mentes magazine, Colombia.	2017