

GABIREL EZCURRA TAIGANIDES

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I'm a tri-lingual and tri-cultural designer with a deep interest in contributing to meaningful experiences in and beyond the digital realm. As a T-shaped designer, I am constantly using different skills to create easy to understand and long-lasting solutions. Most recently I've been focusing on building thoughtful design systems that are modular and scalable.

EXPERIENCE

The Gnar Company FULL TIME CONTRACT

SENIOR PRODUCT DESIGNER, JAN 2024 - JAN 2026

- Introduced design best practices and reusable components across client projects, improving design consistency and reducing development time.
- Woebot: Redesigned the entire mobile app experience, creating a scalable design system that streamlined engineering implementation and accelerated feature development.
- Cardio Partners: Spearheaded a comprehensive product rebuild for Arch, a compliance platform used by enterprise clients like Walmart, Walgreens, Ball, Amazon, and Morgan Stanley. Simplified complex workflows around AED compliance, certification tracking, and regulatory filing, resulting in a more scalable and user-friendly system.

Themis PART TIME CONTRACT

SENIOR PRODUCT DESIGNER, MAR 2025 - FEB 2026

- Reworked key compliance features to improve usability for enterprise clients, reducing friction in onboarding and day-to-day workflows.
- Partnered with product and engineering to design new functionality that supported product expansion into adjacent compliance offerings.
- Improved client retention by delivering clearer, more intuitive interfaces that strengthened trust and engagement with the platform.

Solace FULL TIME ROLE

PRODUCT DESIGNER, MAY 2023 - NOV 2023

- Reworked 5+ integral platform features which were then validated through user tests.
- Contributed to a internal design library for more efficient team collaboration.
- Redesigned the client signup funnel and saw a 1.5% increase in client bookings.

Rize FULL TIME ROLE

PRODUCT DESIGNER, SEPT 2021 - DEC 2022

- Created and managed the design system to improve collaboration between engineering, product, and design.
- Established processes for operations including design library creation, version control, design feedback structure, and developer handoff.
- Built high fidelity, animated prototypes for user testing, presenting to stakeholders, and sharing with developers.

VISUAL DESIGNER (FULL TIME), MAY 2020 - SEP 2021

- Led the rebrand of Rize and created brand guidelines to accompany this shift.
- Redesigned the marketing website with new animated visuals.
- Created and distributed an assortment of branded templates and other assets.
- Was the go-to person for any branded materials that were client facing (social media assets, merch, expo collateral, etc).

NAR FULL TIME ROLE

VISUAL DESIGNER, AUG 2019 - MAY 2020

- Created custom and easily editable pitch decks.
- Designed various consumer reports and collateral for conferences.
- Built complex data visualizations to increase stakeholder engagement.

University of Colorado FULL TIME ROLE

PRODUCT DESIGNER, JUL 2018 - AUG 2019

- Led effort to create a design system to unify the design and engineering teams with a single set of styles, components, and interaction patterns.
- Compiled and managed the digital pattern library and brand guidelines.
- Informed and validated design concepts by performing competitive analyses and conducting user tests.
- Key contributor in accessibility testing sessions for web and mobile applications.

SKILLS

UX/UI	BRANDING & IDENTITY
DESIGN SYSTEMS	MOTION GRAPHICS
USER TESTING	AGILE WORKFLOW
PROTOTYPING	EXPERT GOOGLER

TOOLS

ADOBE CC	ATLASSIAN SUITE
WEBFLOW	WORDPRESS
FIGMA	CHAT GPT
CLAUDE	CURSOR

EDUCATION

CU Boulder

BS CREATIVE TECHNOLOGY AND DESIGN