

Samuel Aguilar-Nuñez

Product designer and frontend developer specializing in AI-native product design, live-code prototyping with Claude Code, and 0→1 product work from concept to shipped code.

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EDUCATION

Brown University, A.B. Cognitive Science

Providence, RI | May 2019

Relevant Coursework: User Interface Design, Design Anthropology, Human Factors

WORK EXPERIENCE

Freelance, *Design Consultant*

Remote | October 2025 – Present

- Design and build frontend for Method Communications' global marketing site
- Designed and shipped RealityCMS, a visual CMS enabling non-technical clients to edit live production sites through a schema-driven admin interface

MJ Technologies Inc., *Lead Product Designer*

Chicago, IL | September 2023 – September 2025

- Led end-to-end product design and frontend development as the sole designer-engineer at a growing software agency
- Shipped 6 client MVPs across edtech, fintech, and enterprise software, working from early concept through launch
- Designed and shipped the client work behind agency revenue growth from \$12K to \$1.5M over 2 years
- Established the agency's visual identity and design system to standardize delivery across client projects
- Partnered directly with founders and clients to translate ambiguous 0→1 problems into shippable products

Chat2Learn, University of Chicago, *Lead Product Designer*

Remote | January 2024 – March 2025

- Led product design (Jan – Mar 2024) and frontend development (Sep 2024 – Mar 2025) for an AI-powered mobile app supporting language development in Pre-K and kindergarten children
- Delivered high-fidelity prototype used to anchor the team's MIT Solve Prize application, backed by the Gates Foundation
- Designed core onboarding, conversation, and parent-facing flows for an early-childhood AI companion
- Shipped production frontend in React Native, translating designs into a working mobile app (both iOS and Android)
- Launched on iOS and Android in February 2025; in use by pilot families in Chicago

Reach Pathways, Chicago Scholars, *Lead Product Designer*

Remote | April 2024 – March 2025

- Designed the skill tree, an interactive quest map that became the platform's core navigational metaphor, translating curriculum into game-like progression
- Designed an AI resume builder, a context-aware conversational agent that tracks the student's place in the form
- Shipped to ~12,000 students at launch; platform now serves 40,000+ users
- Anchored the organization's \$1.99M fundraiser through the platform vision and prototype

FEATURED PROJECTS

RealityCMS - Visual CMS Layer

- Built a visual CMS layer for code-based websites, enabling developer control through schema-based documents and client-side editing through a clean visual admin interface
- Architected reusable component library extending Radix primitives, with design tokens defined in JSON and CSS variables for cross-project consistency

Project Siroco - Experimental UI Design

- Used Claude Code to build a WebGL particle system connected to OpenAI Realtime Voice API, exploring agentic, voice-mediated interaction
- Created dynamic animation states responding to speech, pauses, and inactivity, treating motion as communication

SKILLS

Skills: 0→1 Product Design, AI-Native Product Design, Interaction Design, Design Systems & Tokens, Live-Code Prototyping, Component Architecture, Frontend Development.

Tools & Stack: Figma, Claude Code, Cursor, TypeScript, React, React Native, Next.js, JavaScript, HTML, CSS, GSAP, Firebase, Supabase, Git

Language: Bilingual proficiency in English and Spanish