

Samuel Aguilar-Nuñez

PRODUCT DESIGNER

www.samaguilar.com

I'm a product designer who builds. I work where strategy, design, and code blur together, turning ambiguous 0→1 problems into shipped products.

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EXPERIENCE

Lead Product Designer

MJ Technologies Inc

Chicago, IL

Sep '23 – Sep '25

Led end-to-end product design and frontend development for a growing software agency, helping scale revenue from \$12K to \$1.5M over 2 years. Designed agency brand guidelines, and shipped 6 client MVPs across edtech, fintech, and enterprise software, often working as the sole designer and frontend partner from early concept through launch.

Lead Product Designer

Chat2Learn

University of Chicago

Jan - March '24

Led product design and frontend development for an AI-powered mobile app helping parents foster curiosity and language development in Pre-K and kindergarten children. Contributed to high-fidelity prototype used in team's MIT Solve Prize application backed by the Gates Foundation.

Lead Product Designer

Reach Pathways

Chicago Scholars

April '24 - March '25

Designed an AI-native platform featuring a resume builder, interactive quests, and AI companion that prepares high-performing underserved students for college and career; platform anchored the organization's \$1.99M fundraiser.

Design Consultant

Method Communications

Oct '25 – Present

Ongoing freelance work across early-stage startups and agencies. With Method Communications, supporting frontend development on the firm's global site; for their sub-client Mann Partners (human capital strategy firm), deploying RealityCMS, my visual CMS layer for code-based sites, into production.

SELECTED PROJECTS

RealityCMS

Visual CMS Layer

Built a visual CMS layer for code-based websites: schema-based documents give developers full control in code, while a clean visual admin interface lets clients edit content directly. Architected on a reusable component library extending Radix primitives, with design tokens defined in JSON and CSS variables for cross-project consistency.

Particle UI

Experimental UI Design

Designed an experimental ambient interface using a WebGL particle system connected to OpenAI Realtime voice interaction. Explored motion as communication by creating dynamic animation states that respond to speech, pauses, and inactivity.

EDUCATION

Brown University

Cognitive Science '19

CAPABILITIES

Skills

0→1 Product Design

Interaction Design

Design Systems & Tokens

Component Architecture

Live-Code Prototyping

Frontend Development

AI-Native Product Design

Tools

Figma

React & React Native

JavaScript & Typescript

HTML/CSS

Firebase

GSAP

Git

Cursor

Claude Code