

Roberto L. Lisandro

UX/UI Designer | Design Systems | Accessibility

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Portfolio: [lisandro.design](#) | LinkedIn: [linkedin.com/in/roberto-lisandro](#)
EU citizen | Based in the Netherlands | Open to remote opportunities (CET ±3)
Languages: Italian (native) | English (C2) | Dutch (A1, learning)

PROFILE

UX/UI Designer owning the interface layer and the design system of a digital mental health platform across web, native mobile and an AI assistant. I work from user flows and usage data through to pixel-level UI, colour systems and design QA, with **accessibility (WCAG 2.2 AA)** built in rather than retrofitted. Comfortable in the space between design and engineering, and an early adopter of AI-assisted design workflows.

CORE SKILLS

UX	User flows & journey mapping · Information architecture · Wireframing · Hi-fi prototyping · Usability testing · Heuristic evaluation · Data-informed iteration
UI & Visual Design	Visual hierarchy & layout · Typography · Colour systems (OKLCH) & contrast · Grid & spacing scales · Iconography · Responsive & mobile-first · Dark mode · Interaction & motion design
Design Systems	Component libraries & variants · Design tokens & Figma variables · Auto layout · Design to code alignment · UI kit & documentation · Design QA · Accessibility (WCAG 2.2 AA) · iOS HIG & Material Design
Collaboration	Design-to-development handoff · Design critique · Agile / Scrum · Cross-functional teams · Async & distributed work
Tools	Figma · FigJam · Figma Make · Claude / AI prompting for design · Adobe CC · Storybook · Lottie · Asana · HTML & CSS

WORK EXPERIENCE

Therapieland, UI / Visual Designer

Nov 2024 – Present

Digital mental health platform used by thousands of professionals and patients across Dutch healthcare organisations | Web, native mobile and AI assistant | Sole designer, covering both UI and UX across the product

- **Design the high-fidelity UI of the platform across web and the native mobile app:** production-ready screens, interactive prototypes and motion / micro-interaction work that hold a consistent, accessible visual identity across surfaces and native patterns (iOS HIG, Material Design).
- **Rebuilt the platform's colour system on OKLCH**, defining perceptually uniform scales that hold contrast ratios across light and dark surfaces and meet **WCAG 2.2 AA** by construction rather than per-screen correction.
- **Own the design system in Figma** and lead its alignment with the frontend component framework, mapping components, tokens and overrides so that design and code converge on a single source of truth instead of drifting apart.
- **Designed the platform's AI assistant for mental health professionals from scratch** and kept iterating on it after release, using usage data and feedback from real users in production to refine the interface and its entry points. **Adoption increased roughly 2.5x in three months.**
- **Rebuilt my design workflow around AI tooling** (Claude, Figma Make): concept to high fidelity now takes hours instead of days, and removing the lo-fi wireframing stage puts more complete, reviewable screens in front of stakeholders far earlier in the sprint.

Studies, Relocation & Transition into Design

Jan 2022 – Nov 2024

Completed my BSc in Computer Science, relocated from Italy to the Netherlands, and moved into design full-time: self-directed study of UX fundamentals and logo / brand design, formalised with the **Google UX Design Certificate**.

Yammeya, Co-Founder & Designer

May 2020 – Jan 2022

Fully remote | Independent streetwear label and online store

- **Co-founded a streetwear label** and designed its e-commerce experience end-to-end (brand identity, catalogue navigation, product pages and checkout flow), taking it **from concept to launch in three months**.
- Built and maintained the complete visual language (typography, colour, layout, components) and the apparel graphics sold through the store, as the **only designer** and fully remote.
- Aligned UI, content and SEO decisions so that navigation and discoverability supported the brand rather than fighting it.

Picart, Content Manager

Oct 2018 – Nov 2019

Produced user-centric mockups in Figma that shaped the final UI direction, and ran SEO keyword research to improve content discoverability.

EDUCATION & CERTIFICATIONS

Università degli Studi della Basilicata, BSc in Computer Science

Sep 2016 – Oct 2022

A technical background that makes me comfortable working closely with engineers and designing within real system constraints.

[Google UX Design Certificate](#), Google on Coursera | Mar 2024