

Adrià Tormo

Product Designer | Design Engineer | Artist

València, Spain

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🔗 PROFESSIONAL SUMMARY

Product Designer with 5+ years of experience in remote environments, specializing in end-to-end design for B2B and B2C digital products. My experience spans the full product process: UX research, user flow definition, wireframing, high-fidelity UI design, prototyping, and testing, through to collaboration with developers, handoff, and hands-on frontend implementation when needed. I am currently moving toward Design Engineering, combining a strong product design background with growing technical expertise and an interest in software architecture. This hybrid perspective allows me to bridge design and engineering, ensure the technical feasibility of interfaces, and turn designs into scalable, production-ready components.

I actively integrate artificial intelligence (AI) tools into my workflow to optimize processes, iterate quickly in early stages, validate hypotheses efficiently, and develop ideas from concept through delivery. My multidisciplinary background spans graphic design, illustration, video editing, and photo retouching, giving me a distinctive technical and creative perspective when working with cross-functional teams. Driven by continuous learning, technical improvement, and iteration, I aim to build innovative digital products that connect design, technical feasibility, and user experience.

⚙️ SKILLS

Product and Design: End-to-end product design, graphic design, B2B, B2C, SaaS, UX research, UI/UX, user flows, wireframing, prototyping, interaction design, visual design, design systems, product launch.

Frontend and Mobile: Working knowledge of React, Next.js, TypeScript, JavaScript, Tailwind CSS, shadcn/ui and other frameworks, plus Swift, Xcode, Supabase, Three.js, and Git, applied through hands-on AI-assisted implementation and system integration.

AI Systems and Workflows: Generative AI, LLM workflows, local AI models, Anthropic API, Claude, Codex, Hermes, Gemini Notebook, Grok Build & Bot, Cursor, Lovable, LM Studio, AI prototyping.

Platforms and Operations: Managed hosting (cPanel), self-hosting (Coolify), Oracle Cloud and local virtual machines, Proxmox fundamentals, deployment, Cloudflare, DNS management, monitoring, maintenance, troubleshooting.

Creative Tools: Figma, Affinity, Photoshop, After Effects, InDesign, Framer, Procreate, Blender, Pencil, Paper, Mockup, FrameO, Miro, CapCut, DaVinci Resolve.

📁 EXPERIENCE

Product Designer — Agroturn BV

Dec 2020 — Sep 2026

B2B and B2C technology products for the agricultural sector

- Led the design of multiple technology products for the agricultural sector, from product definition and user flows through UI/UX design, prototyping, testing, and developer handoff, in close collaboration with the technical team.
- Unified visual standards and consolidated a design system across the product suite; also designed and developed websites, visual identities spanning naming through brand communications, trade-show materials, and audiovisual content.
- Managed the continuous evolution and maintenance of live products, resolving issues and supporting internal team workflows.

Artist — Tormius

Present

Independent practice

- Maintain an independent art practice alongside product work, creating original digital paintings and commissioned pieces. This work strengthens my visual judgment, aesthetic sensitivity, command of color, composition, and creative versatility. Manage relationships with clients, collectors, and artists, as well as commercial commissions, entirely in English.

Earlier Experience

2017 — 2020

Graphic Design and UI/UX

Junior Graphic Designer — Imagina, 2020

UI/UX and Graphic Design Intern — Passporter, 2017

📖 EDUCATION

Bachelor's Degree in Graphic Design

2015 — 2020

EASD València

📁 SELECTED PROJECTS

Liftwerk

2026

iOS training tracker

- Designed, built, and launched a privacy-first training app for iOS, leading product strategy and UI/UX design as well as AI-assisted implementation with React/TypeScript, Capacitor, and native Swift integrations for HealthKit and StoreKit.
- Created the complete product ecosystem, including brand identity, the iOS app, landing page, App Store presence, icons, and launch assets, integrating AI throughout prototyping, implementation, debugging, and final delivery.

Trimi

2026

Browser-based video editor

- Designed and built, through an AI-assisted workflow, a privacy-first video editor for trimming, cropping, speed and color adjustments, and MP4/GIF export; implemented the React/TypeScript interface and client-side processing with WebCodecs.

Rebli

2026

Custom iOS keyboard with companion app

- Designed and built a custom iOS keyboard that inserts reusable text without leaving the active form, with a companion SwiftUI app for managing content; shared data locally through App Groups and prepared the product for App Store release.

tormo.at

Present

Evolving portfolio and visual archive

- Designed the information hierarchy and visual direction in Framer, then built and deployed tormo.at from the ground up through an AI- and agent-assisted development workflow using Next.js, React, TypeScript, Tailwind CSS, shadcn/ui, and Motion; continue to evolve it as a portfolio and visual archive.
- Integrated an Anthropic API-powered assistant and designed its personality, tone, and interaction style; host tormo.at on a virtual machine, deploy through Coolify, and manage Cloudflare, monitoring, and maintenance.

🗉 LANGUAGES

Spanish (Native) | Catalan (Native) | English (Full Professional Proficiency) | Portuguese (Basic)