

Camilo Mattos

Product Design Leader · Design Systems

work.arrogante.me linkedin.com/in/camilomattos camilomattos@gmail.com Los Angeles, CA

SUMMARY

Product design leader with 15+ years of experience shaping complex digital products across consumer and enterprise contexts. I focus on design systems, personalization, and turning complex data into intuitive, high-quality experiences. I've led design across multi-brand ecosystems and influence product strategy at scale. I've launched new products from the ground up and helped mature platforms reach higher standards in design and customer experience, driving meaningful growth. I use AI throughout my workflow, including implementing UI directly in code, to work at higher velocity and reduce friction between design and engineering.

SKILLS

Figma Design Tokens Component Libraries Design Systems Motion Design Interaction Design
Prototyping User Research Data Visualization Accessibility (WCAG) Cross-functional Leadership

AI Accelerated DS Pipeline: token architecture · component creation and documentation · design inspection · Figma-to-code handoff

EXPERIENCE

May 2021 –
Present

Lead Product Designer · Saks Global

Lead end-user experience across Saks.com (web, mobile, apps) and drive design system strategy across Saks Fifth Avenue, Neiman Marcus, Bergdorf Goodman, and Saks OFF 5TH.

- Lead design for core customer experiences across platforms, aligning business goals, personalization, and premium brand standards
- Designed the content module system powering homepage personalization, enabling marketing and data teams to deliver targeted experiences across customer segments, driving **+3.7% PDP views, +4.7% conversion rate, and +6.8% revenue per visit**
- Drove improvements across product discovery surfaces (carousels), contributing to **+18% lift in conversion and +33% increase in revenue per visit** in key modules
- Define and scale a multi-brand design system across four luxury platforms, establishing token architecture, reusable component libraries, and design patterns that enable consistent, efficient delivery across brands and teams
- Defined interaction and motion principles within the design system, establishing consistent animation standards across components and platforms
- Translate complex merchandising and behavioral data into intuitive, high-performing user experiences
- Partner with product and engineering leadership to shape roadmap decisions and experience strategy

April 2024 –
Present

Founder / Principal Product Designer · Arrogante Inc.

Run a selective design practice for early-stage and growth products.

- **Blaze.tech** · designed a no-code app builder for healthcare from 0 to 1, defining the full product shell, information architecture, visual language, and UI component system
- Continue evolving the platform through iterative feature design, balancing new capabilities with UX consistency
- Use AI-assisted workflows to implement UI changes directly in the product codebase, bridging design and engineering and compressing the design-to-ship cycle
- **VesselAware** · design AI-driven data experiences for a real-time maritime platform, turning live radio, vessel and hazard signals into structured, decision-ready interfaces

Aug 2018 – Jan
2021

Co-Founder / Lead Product Designer · Porch Games Labs

Co-founded the company to build Q, an app for gathering recommendations from the people you trust rather than from search.

- Owned product vision and end-to-end UX for Q, from the ask flow through ranked answers to the social mechanics that put a question in front of the right people and brought back a curated set of recommendations
- Raised **about \$750K** and shipped an invite-only alpha on the App Store to **roughly 2,000 users**, validating the concept before the pandemic ended development
- Took on client product design under the same company through the pandemic, including SuperForest, an app that turns real reforestation donations into a living virtual forest that grows with every tree you add
- Supported fundraising through prototypes and product storytelling

2016 – 2018

Senior Product Designer · Enplug

Led design for a digital signage platform and design system across multiple display environments.

2008 – 2016

Lead Product Designer · Mellmo (Roambi Analytics)

Joined before Roambi's first launch in 2009, less than a year after the App Store opened, and stayed through the SAP acquisition, promoted from UI/UX Designer to Lead Product Designer. The product brought consumer-grade design to enterprise analytics and reached 5M+ downloads and 700+ enterprise deployments.

- Designed touch interaction patterns for mobile data visualization before the platform had conventions for it. First-named inventor on **three granted US patents**, including predictive scrolling, filed a month after launch
- Led a four-person design team owning the full cycle, from ideation through QA and testing, across Roambi Analytics, Roambi Flow, and Roambi Publisher, the authoring tool that deployed content to both apps
- Extended the experience across iPhone, iPad, Android and desktop web, and designed the enterprise administration and security controls to keep the consumer-grade simplicity customers bought it for

2007 – 2008

UI/UX Designer · SAP

Worked on enterprise data visualization tools and interactive reporting systems.

AWARDS & RECOGNITION

- Three US patents in data visualization and interactive reporting systems
 - US8,479,115 · Predictive scrolling
 - US8,762,867 · Presentation of multi-category graphical reports
 - US9,135,234 · Collaborative generation of digital content with interactive reports
- UX Magazine Design for Experience Award, Bringing Order to Big Data (Roambi, 2014)
- Apple App Store Rewind 2011, Best Business Apps (Roambi Flow and Roambi Analytics)
- FORTUNE Top 5 Business Apps, on CNNMoney (Roambi, 2011)
- CTIA E-Tech Awards, second place, General Business (Roambi ES, 2011)