

Jose L. Blas

Senior UX Designer

Andalucía, Spain Available worldwide, remote only joseblas.com linkedin.com/in/jose-blas-2236b520

Currently between roles since 13 August 2026. Immediately available, no notice period.

SUMMARY

I've spent 15+ years turning complex problems into products people actually enjoy using, from large tourism portals to medical-grade digital therapeutics. My background spans UX strategy, product design, design systems, and user research, with particular depth in digital health, complex SaaS, and design systems.

Unlike most product designers, I have a genuine coding background: an FdSc in Computer Games Development, and years of hands-on experience coding games, websites, SaaS products, and CMSs. I use Claude Code daily. That front-end and implementation fluency shapes how I design: I hand off work that engineers can actually build, and I can prototype ideas in code myself when it's faster than a mockup.

EXPERIENCE

Lead UX · Univa Health · Digital Health 08/2024 – 08/2026

Led UX for gamified eating-disorder recovery apps: a dual patient/carers app pair plus an NHS clinical portal. Built and maintained a WCAG 2.1 AA Figma design system supporting the whole platform.

Product Designer · Healios Technologies SL · MedTech 05/2023 – 03/2024

Designed game-based digital biomarkers for clinical use, and produced EU MDR (Medical Device Regulation) Usability Engineering documentation to support regulatory compliance.

UX Designer & Strategy Lead · Aareon AG · SaaS · Enterprise 03/2021 – 11/2022

Led a team of 6 designers building a design system from scratch for an international SaaS property-management platform, driving UX strategy across global teams and markets.

Freelance 2019 – 2021

- **YouMedico**: a telehealth platform connecting patients with medical professionals for remote consultations.
- **Pandemic Tool**: a mobile app for the Swedish government providing citizens with up-to-date COVID-19 information, testing locations, and alerts.

Director of UX · Podsystem LTD / Pod Group · IoT · SaaS Billing 10/2013 – 12/2018

Grew from UX Designer into leading a design team, working across IoT, white-label, and SaaS billing products.

EDUCATION

FdSc Science and Maths, Computer Games Development · University of Brighton 09/2006 – 06/2008

SKILLS

Digital Health

Product Design

Design Systems

UX Research

Game UX

Figma

WCAG 2.1

MDR (EU Medical Device Regulation)

LANGUAGES

English Professional

Spanish Native