



Oscar Armando Carballido Perdomo
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.....PROFILE

UI designer with over 20 years of experience in interface design, branding, and frontend development. I'm passionate about solving problems through design, understanding what a product and its users need, and finding visual solutions that respond to that with judgement and craft.

I have a particular commitment to design systems: building them to reflect the DNA of the product, making them scalable, coherent, and usable, with the user always at the centre. I enjoy taking that extra step and bringing them into code, as a UI developer with solid command of React, Next.js, JavaScript, CSS, Tailwind, and Bootstrap, so the system comes to life in real components that teams can maintain and scale.

.....EDUCATION

Bachelor's Degree in Graphic Design

Instituto Superior de Diseño (ISDI) · University of Havana · 1997 – 2003

.....TOOLS & SKILLS

THINK CREATIVELY	THINK LOGICALLY	SYSTEM WORKFLOW
Figma	NextJS	Design Systems
Sketch	ReactJS	Design Tokens
Material Design	Javascript	Git
Human Interface Guidelines	TypeScript	
Branding	HTML5	
Adobe Illustrator	CSS	
Adobe Photoshop	Tailwind CSS	
	Bootstrap	



2026 - Present

Bina. Madrid

<https://wearebina.com/>

UI Designer & Developer

- Building the company's Design System from scratch, defining tokens, components, and style guidelines.
 - Designing and implementing frontend interfaces aligned with the DS in active development.
 - Owning the full cycle: from visual decisions in Figma to production-ready components in code.
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2014 - 2025

Bkool. Madrid

<https://www.bkool.com/>

UI Designer & Developer

- Co-designed and fully developed the Bkool DLS Design System, the visual and technical foundation of the product for over a decade.
 - Built and maintained the complete component library in React, ensuring consistency across web, mobile, and desktop platforms.
 - Designed interfaces following DLS guidelines, working at the intersection of visual decision-making and frontend implementation.
 - Sustained ownership of the system through 11 years of product evolution, team changes, and platform growth.
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2010 – 2014

Criterio MK Madrid · Freelance · Synertec

Graphic Designer / UX·UI Designer / UI Developer

- Early years in the Madrid market consolidating a hybrid profile across agencies and freelance projects. Work spanning branding, web design, and frontend development for diverse clients, the foundation for a cross-disciplinary way of working that has defined the rest of my career.
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Cuba · 2003 – 2010

Universidad de Ciencias Informáticas · Instituto Superior de Diseño

- Academic and professional foundation in UI design and branding, combining interface design work on real software projects at UCI with teaching at ISDI. Where design thinking and technical rigor first converged.