

DIEGO YANEZ-LAGUNA

Designer & Programmer

[portfolio diegoyl.com](https://portfolio.diegoyl.com)

github.com/diegoyl

linkedin.com/in/diego-yanez-laguna

EXPERIENCE

UI/UX Design Intern / Next Play Games

Jun 2025 - Present

- Designing UI screens, components, and animations for two mobile apps focused on sports learning ([Figma](#))
- Leading the creation of a new design system, streamlining workflows and ensuring consistency across both apps
- Conducted user testing and introduced new features that boosted app engagement
- Assisted AI team with data tagging and model training, leveraging programming and AI skills ([Python](#), [Roboflow](#))

Mobile App Developer / VitalVault

Apr 2025 - Present

- Creating full design system, including branding, UI/UX, and app flows, for an open source, AI-powered app that helps medical patients organize, manage, and efficiently find their documents ([Figma](#), [Adobe Illustrator](#))
- Coding front-end features, ensuring an accessible experience for users of all backgrounds ([React](#), [Tailwind](#))

HARDCELL Project Lead & Designer / MIT Art, Culture, & Technology Dept.

2023 - May 2025

- Revived MoMA-featured art+tech installation with custom robotics, sensors, and control systems
- Led cross-functional team across design, fabrication, and programming ([Arduino](#), [Python](#), [Electronics](#))
- Built custom PCBs and 3D-printed enclosures from prototype to final ([SolidWorks](#))

Fullstack Developer / Beatfarm App / diegoyl.com/beatfarm-web

Feb - Jun 2024

- Designed and built a hip-hop beat-making app to introduce users to music composition and sampling
- Created custom UI, graphics, and branding ([Figma](#), [Illustrator](#), [Photoshop](#))
- Implemented app logic, audio sample processing, and full-stack integration ([Python](#), [Kivy](#))
- Re-created the app as a browser-accessible version ([JavaScript](#), [HTML/CSS](#))

Interaction Designer & Researcher / Squish (Undergrad Thesis)

Jan - May 2024

- Designed a digital music instrument using modular foam blocks and custom force sensors ([Rhino3D](#))
- Built custom circuits and real-time sound software ([Arduino](#), [Python](#), [PureData](#))
- Researched soft materials and alternative music interfaces to improve expressive interaction

Creative Director / Infinite (Fashion & Design Magazine)

2020 - 2023

- Taught design workshops and offered mentoring to newcomers, resulting in 3x member growth over three years.
- Improved the magazine's creative quality by overseeing & editing layout, photos, and social media content ([Adobe](#))
- Designed and sold handmade merch that increased community presence and covered 40% of annual expenses

SKILLS

Design	UI/UX, User-Centered Design, Rapid Prototyping, Data Vis, Animation, User Testing, Game Dev
Tools	Figma, Illustrator, Photoshop, AfterEffects, InDesign, Premiere, Git, MongoDB, Colab, AI tools
Programming	Typescript, JS, Python, React, Next, HTML/CSS, Tailwind, Postgres, Arduino, numpy, scikit, pandas
CAD & Fab	SolidWorks, Fusion 360, Blender, Rhino, Rendering, 3D Printing, Laser Cutting, PCB Design

EDUCATION

Massachusetts Institute of Technology (MIT)

2019 - 2024

B.S. in Art & Design / Minor in Computer Science

Classes / Visual Communication, WebLab, Interactive Objects, Product Design, AI for Design, Advanced Algorithms, Design & Manufacturing, Interactive Music Systems, Fundamentals of Programming

LANGUAGES English (native), Spanish (native), Italian (advanced)