



Jose Arce

Global Product Designer

Hi, I’m Jose, I believe that research and collaboration can turn good experiences into great ones.
Based in sunny Miami 🌴

Education

- **Business administrations & Marketing**
Florida International University
- **UX Design Professional Certificate**
Google

Portfolio

www.josearcedesign.com

Contact

josearcerivera1@gmail.com

Skillset

Experience Design
Interaction Design
Informational
Architecture
Market Research
User Research
Prototype
Project management

Languages

English
Spanish
French

Work Experience

- **OKX | Global Product Designer**
2023 - present

OKX was long known as an advanced trading app, serving over 50 million users across 180 countries. In 2022, the company asked itself: how can we make crypto simpler for retail users? That’s when I joined as one of four designersleading the creation and launch of OKX Lite (Simple Mode) – a new experience tailored for everyday users.

• **Buy & Sell**: Led the end-to-end design for the Buy & Sell team, launching the first retail-focused MVP and revamping the P2P flow for better accessibility and clarity.

• **Earn**: Currently leading the Earn team, redefining the feature concept through research, user feedback, and data analysis, while driving a complete visual and interaction revamp.

• **Pay (Rewards)**: Led the design of the Rewards feature for Pay Mode – OKX’s newest ecosystem for seamless payments and cashback incentives.

• **Token Recommendation**: Designed and integrated a cross-feature recommendation engine to enhance user discovery and engagement.

• **Research**: Conducted and oversaw LATAM-focused research, uncovering regional insights that guided product localization and improved user adoption.
- **Okcoin | Product Designer**
2022 - 2023

Transitioned to OKX to contribute to its global product initiatives.
Designed for a regulated market environment, focusing on security and compliance-driven user experiences.
- **Mone | Founding Designer (Acquired)**
2018- 2022

Designed and led the end-to-end product for a B2B payments platform enabling merchants in LATAM to accept and manage payments instantly via QR codes, online, and in-person. As the sole designer, drove the product from concept to launch, delivering the web, Android, and iOS apps, conducting user research, and creating brand assets, marketing materials, and communication templates.
Mone was later acquired by a private company.
- **AAMC | Product Designer**
2017- 2018

Led end-to-end redesigns of key platforms including Visiting Student Learning Opportunities™ (VSL0®), Medical School Admission Requirements™ (MSAR®), and Electronic Residency Application Service® (ERAS®), as well as internal admin tools. Collaborated across product, engineering, and research teams to improve usability, streamline workflows, and enhance the experience for students, medical schools, and administrators nationwide.