

Grazia Prato

Product Designer · data-heavy tools for expert users

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Product designer with over 10 years designing complex tools for experts: telescope operators, transit controllers, arbitrators, mine inspectors and, most recently, the finance and research teams of a research center. I take products from field research to coded prototypes, with a focus on data visualization, information architecture and design systems, and I use AI throughout research, prototyping and building.

EXPERIENCE

Independent Product Designer · Remote

Jan 2023 – Present

- **AC3E (research center):** leading discovery for GESTIN, the center's management intranet. Ran 7 interviews with six user groups in two weeks, defined a 10-role permissions model, and designed a director's dashboard concept for projected vs actual billing, billing by research area and the industry pipeline. Prototyped it in the client's design system with AI.
- **AC3E public website:** research, information architecture and a documented design system for a trilingual site, built with AI from my specs.
- **LACTLD:** data visualization and structure for technical performance reports on Latin American country-code registries.
- **Helio-KNOW (NASA hackathon, 2024):** navigable prototype and dashboard architecture for exploring heliophysics knowledge.

Lead Product Designer · NIC Chile Research Labs

Oct 2021 – Dec 2025

- **ReCon:** led research, information architecture, data visualization and the coded interface for the performance monitor of Chile's .cl domain dispute system (2,000+ disputes a year, 33 arbitrators). Replaced four systems and a set of spreadsheets, and cut the time to find a key indicator by more than 90%.
- Gave coordinators and the board their first view of performance by stage, clinic and arbitrator, which informed decisions on arbitrators and period reports for external stakeholders.
- Mentored junior designers; planned and ran exploratory workshops for a DNS performance platform.

Lead Product Designer, founding designer · Inria Chile, with Inria France

Nov 2015 – Sep 2021

- **Vera C. Rubin Observatory (L.O.V.E.):** lead designer of the operators' control interface for 65+ systems, before users, data or most hardware existed. Designed 40+ components with interaction rules and specs, and a UI framework so Rubin's team can build its own views.
- **SERNAGEOMIN (Cero Accidente):** designed an explainable AI inspection planner that ranks 3,905 mines by risk and shows why. Inspection coverage rose 45% in 2019–2021 with the same number of inspections; the model ranked risk 2.2 times better than the experts' scoring.
- **ALMA Observatory (ESO):** integrated alarm system for 66 antennas and their buildings, designed so that an error is not automatically an alarm.
- **Santiago public transport (CMB):** real-time map for the bus control room (6,154 buses a day) with semantic zoom; built the map and the first front-end.
- Set up how design, engineering and research worked together at Inria Chile, and standardized development cycles.

Earlier

2013 – 2015

Visiting researcher, CiTIUS, Spain (2015): design and real-time interaction for 3D virtual sets. UX designer, junior then mid-level, NIC Chile Research Labs (2013–2015): UI, UX and front-end for Adkintun, a mobile internet quality platform.

SKILLS

Design: product design, user research, information architecture, data visualization, design systems, interaction design, accessibility (WCAG).

Building: prototyping in code (HTML, CSS, JavaScript, D3); AI-assisted research, prototyping and building (Claude, Gemini, Figma AI); Figma, Illustrator, Miro, GitHub.

EDUCATION, TRAINING AND LANGUAGES

Licentiate in Digital Communication and Multimedia, Universidad del Pacífico, Chile, 2010–2014. Training: human–computer interaction residency, Inria Saclay, 2016–2020; ACM HCI/CSCW school, Brazil, 2019; information visualization, NYU, 2026.

Spanish (native) · English: fluent (C1) · French (B1)