

Nadine Benvenisti

Product Designer

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[LinkedIn](#)

Product designer with an industrial design foundation, working across enterprise data products, design systems and user research. Most recently designed AI-visibility analytics for enterprise customers within Cloudflare's Emerging Technology and Incubation (ETI) team.

EXPERIENCE

Jun to Oct 2026

London, UK

Cloudflare / Product Design Intern

Global security company (NYSE: NET) protecting around 20% of the web and 30% of the Fortune 500.

AEO / AI-visibility analytics for enterprise

- Designed the end-to-end dashboard UI, owning time-series views, share of voice, crawl and referral metrics and AI bot access controls for live customers including IKEA and Commonwealth Bank.
- Proposed simplifying 6 to 7 backend metrics into a 3-tier hierarchy (AI access, citation effectiveness, content quality), shaping the product's information architecture and a backend refactor.
- Designed regional localisation (global, US, UK, Australia) from an enterprise data-isolation requirement, delivered against a fixed engineering window.
- Benchmarked 8 competitors including Profound and SEMrush, presenting findings to senior stakeholders to inform the roadmap.

Design systems / Product feedback pattern

- Authored a cross-team proposal for a reusable feedback pattern built from Kumo primitives, defining states, WCAG accessibility and analytics, and aligning 3 teams on ownership.

User research

- Led moderated user research end to end: protocol, 6 participant sessions with SUS scoring, synthesis and presentation to the product team.

Design to code / Workflow automation

- Built 34 automation workflows for accessibility, visual regression and pre-commit checks, cutting review iterations by around 50% across 39 merge requests, saving the team 25 to 30 hours a month.

Oct to Nov 2025

New York, USA
Hybrid

OpenTechBio / Computational UX Design Intern

- Supported data visualisation, design research and UX prototyping for computational projects across biotech and nonprofit initiatives.

Jun to Oct 2025

Barcelona, Spain

Hiroshi Tsunoda Design Studio / Product Design Intern

- Designed user flows and UI in Figma for the studio's new website and partnered with an engineer on launch, raising pages per visit by 64% and doubling average session time (2:47 to 5:42).
- Contributed to 7 client projects across digital and physical product, prototyping 10+ iterations per concept; 2 adopted for production.

Jun to Jul 2025

London, UK

Study O Portable / Product Design Production

- Took a £20,000 bespoke Jesmonite bench from studio concept to finished piece in just 3 weeks alongside designer Tetsuo Mukai, solving on-site material challenges and reworking parallel workflows to cut production time by around 10%.

EDUCATION

Kingston School of Art

BA Product and Industrial Design

Elected Course Representative for 80+ students

Central Saint Martins, UAL

Foundation Diploma, Distinction

Exhibited twice at the Lethaby Gallery; selected for the UAL Creative Experiments showcase

SKILLS

Design Interaction design, design systems, data visualisation, prototyping, user research, usability testing

Tools Figma, Miro, Adobe Creative Suite, Rhino, Fusion 360, KeyShot, Git

Certificates Google UX: Conduct UX Research (2026), Wireframes and Prototypes (2025)

Languages English (native), German (advanced), Spanish (intermediate), French (beginner)

Awards Gold, International Young Naturalists Tournament; 2nd, Swiss Young Naturalists Tournament