

ADRIANO CAHETE

Design Technologist & Product Designer

Rio de Janeiro/Brazil

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OBJECTIVE

As a Design Technologist & DesignOps, I work across multiple product design areas, such as interaction, motion, UX, and UI, with more than ten years of experience in the field. I am currently part of the Innovation & Strategy team at Philips, a global leader in health technology.

My core competencies include designing and developing digital products, using React/Nuxt/Vue, that meet the needs and expectations of users and clients. I also specialize in bridging the gap between designers and developers, creating a better design/developer experience (DX) and implementing DesignOps and GitOps practices. I am passionate about leveraging design and technology to create positive social impact and improve people's lives.

EXPERIENCE

Design Technologist & DesignOps Level: Specialist

Philips @ Hero99 (Remote – Netherlands)

Nov 2022 – Present

Specialist in implementing systems and tools that facilitate collaboration between Design System team and Developer teams.

- Maintain an internal tool to create and deploy internal DS docs
- Manage all automations and deployments of Design System documentation on a AWS EC2

Design Technologist & Product Designer Level: Senior

Mercedes Benz Bank @ Capgemini (Remote – Brazil)

July 2022 – Nov 2022

Creating and applying interfaces and design systems applied on the software.

- Worked closely with Product Owners and developer team to design and document features for Digital Risk and Vendor Risk Management software
- Working with Product Owners and being a part of the development team to design interfaces for products
- Write modern, maintainable, and performant code for the same software
- Responsible for refine requirements between design and development phases

Design Technologist & Product Designer Level: Senior

Bradesco @ Capgemini (Remote – Brazil)

May 2021 – Jun 2022

Creating and applying interfaces and design systems applied on the software.

- Worked closely with Product Owners and developer team to design and document features for Digital Risk and Vendor Risk Management software
- Working with Product Owners and being a part of the development team to design interfaces for products

- Apply the same interface on web software on account manager's tools
- Write modern, maintainable, and performant code for software
- Responsible for refine requirements between design and development phases
- Interface between Design System team and team's developers, knowing all the differences from one version to another and all the component use cases

Lead Design Technologist & Product Designer Level: Senior

SAI Global (Remote – United States/Netherlands)

Jan 2017 – Apr 2020

Develop interfaces as a Design Technologist/FrontEnd and apply them to the Risk and Compliance web and desktop platforms.

- Worked closely with Product Owners and developer team to design and document features for Digital Risk and Vendor Risk Management software
- Developed highly interactive prototypes on vanilla js and VueJS, and shipped with 100% fidelity to production
- Interfaced with other designers and developers in different time zones to ensure coherent UI/UX across multiple different products with different technologies
- Applied multiple rebranding on the product
- Developed and applied the styles and themes to Risk Intelligence Platform UI
- Created and maintained the icon library as npm package with deliveries direct to developer flow
- Developed Style Guides for multiple different products and technologies

UI/UX Designer & Design Technologist Level: Junior - Mid

Modulo Security Solutions (Brazil)

Oct 2012 – Dec 2016

Developed interfaces and applied them to a risk analysis platform.

- Improved the UI stack with CSS preprocessor (moved to Saas, was pure css), Node.js build pipeline, and style modularization
- Write modern, maintainable, and performant code for the same risk analysis platform
- Proposed and implemented a solution to make UIs more alike to the designed ones
- Worked with Rio's Department of Public Security stakeholders in Integrated Command & Control Center to bring a most efficient interface for 911 operators
- Performed the layer between design and development, talking in the way that the developer and design teams understands each other without fuss

Graphic Designer & UI Designer

Nuth Barra & Lagoa (Brazil)

2010 – 2011

Developed graphic elements and graphic site updates and kept the website running and updated.

SKILLS

Soft Skills

- Collaborated within High-Performance Teams to drive successful project outcomes.
- Demonstrated proficiency in working with remote and multi-cultural teams over the past 10+ years
- Maintained a customer-focused approach, ensuring deliverables align with client expectations.

- Specialized in bridging the gap between Designers and Developers, fostering effective communication and collaboration.

Tech

- Figma / Sketch / Framer
- Javascript (Vue/Nuxt / Vanilla / Angular / React)
- CSS Animations (Vanilla CSS / Lottie)
- HTML/CSS (Sass / Stylus / Less / Custom Properties)
- Scrum / Kanban / Agile
- Atlassian Jira / Confluence
- Git / GitHub / MS Azure
- Adobe After Effects / Premiere / Photoshop
- English

CERTIFICATIONS/COURSES

- Foundations of User Experience (UX) Design (Google) - 2021
- Visual Elements of User Interface Design (California Institute of the Arts) - 2020
- Design Thinking and Global Startup (Korea Advanced Institute of Science and Technology - KAIST) - 2020
- UX/UI: Principles of Interface Design (University of Sao Paulo/Brazil) - 2020
- Microsoft Front End Web Development (DEV237x) – 2019
- Programming in HTML5 with JavaScript and CSS3 – 2019