Clara Queirós

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EXPERIENCE

Lead UX/UI Designer (founding member) — Revery

October 2021 — February 2023, Remote

→ Designed our app MVP and new features in close collaboration with the founders, product and engineering teams to translate business goals, user needs and complex flows into simple and scalable designs.
→ Promoted to lead UX/UI designer and managed our design team growth in a remote environment spanning four timezones.
→ Led a design initiative to shape product roadmap priorities.
→ Planned and conducted user interviews to inform design decisions.

→ Launched Pocket Kado, a virtual pet app to improve sleep through CBT-I based gameplay:
• Achieved high daily active user (DAU) numbers.
• Achieved strong D1, D7 and D30 retention.

Freelance Designer

March 2020 — June 2022, Remote

→ Collaborated with interactive agencies and clients on creative projects worldwide, primarily focused on digital design, web experiences, and products.

Junior Designer — Svrf, Inc. (acquired by Poplar)

July 2019 — March 2020, Remote

→Led design from conception to implementation, working with stakeholders to establish timelines, product requirements, user flows technology limitations, and goals.
→ Created a design system by working closely with the engineering team, that scaled across web and mobile, increasing the development speed in design and engineering.
→ As solo designer, designed the UI and UX of our website and mobile app, creating solutions from research, wireframes, and user flows to high fidelity mockups.
→ Led the rebranding of the company: typography, color palette, and iconography.
→ Participated in user interviews to test users' responses to MVPs and prototypes.

UI Designer — We Are Interactive

April 2019 — July 2019, Lisbon (Portugal)

→ Designed the UI for interactive museum exhibits to deliver an immersive experience.
→ Collaborated with the engineering team from conception to hand-off, to meet tight deadlines.
→ Led the redesign of the studio brand presentations for marketing purposes.

Web Designer Intern — Turnpike Group

October 2018 — February 2019, Stockholm (Sweden)

→ Collaborated with a senior designer and engineering team to redesign the FANTOM iOS mobile app.
→ Created iconography for FANTOM wearable device and social media marketing assets that drove user growth.

EDUCATION

ETIC

2017 — 2018, Lisbon

Web Design

FMUL

2017 — 2018, Lisbon

Masters in Clinical Nutrition

Atlantic University

2008 — 2012, Lisbon

Degree in Clinical Nutrition

SKILLS

UX/UI Design
User Research
Design & Product Thinking
Wireframing
Information Architecture
Prototyping
Design System
Art Direction
Management
HTML & CSS
Communication

SIDE PROJECT

sipster.io – a specialty coffee brewing journal and recipe sharing app.