David Martins

UX, UI & Web Designer

In designing beautiful UI and supporting dev teams in building great experiences for your customers, I work to leverage your product for it to be ahead of the curb

2021

Time to reach further hights

Though sketches are not enough

Growing enthusiastic about the ever evolving web and what it can do, I wanted to work in an environment where design can get closer and grow thighter with development. So:

- I quit my position and took time to learn new skills trough some personal projects
- Switched to designing with **Figma** to learn another way to collaborate
- Reinforced my HTML + CSS skills and ventured on learning some **JavaScript**

2020

Then there was the Web, UI, UX, and I was in for a ride

UX / UI Designer (7 years) @ Xperienz

- I was personaly introduced to Accessibility, Usability and Research based design
- Began designing with **Sketch** and delivering through **Zeplin**
- Learned **HTML** and **CSS**. Responsive layouts and touch first UI became my best friends
- Worked in national and international products, designing complex systems displaying large amounts of information that flexibly adapted to users with diverse permitions, that connected throughout multiple apps on various devices and platforms. Such as:

  - JUL, a logistics management platform system and apps for all portuguese sea ports
  - A construction and warranty management system for an american luxury housing business
  - A product management CMS for an american suplements and healthcare products vendor

- Worked on and attended the **UXLx** UX conference yearly, learning the latest topics and techniques in UX and UI design from the best professionals in the industry

2013

In the beginning, there were only visuals

Graphic Designer (2 years) @ Creativeland / Young Channel and @ Sportgrafics

- Consolidated skills in **Adobe's software suite** in print and motion graphics production

2011

Let's Talk

 davmartins.github.io

 linkedin.com/in/david-martins

 965875028

 davmiguelmartins@gmail.com