



Eduardo Carvalho

UX/UI Designer | Product & Interface Design

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[Behance.com](#)
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Experiences

TI Help – Technical Support System (Final Thesis Project)

Designed a technical support system as my final thesis in Systems Analysis and Development. Worked on UX/UI, user flows, and system logic to improve ticket management, communication, and usability for clients and technicians.

UX/UI Concept Projects – Figma

Created 9–10 UX/UI concept projects focused on user-centered problem solving, wireframes, and high-fidelity prototypes using Figma.

UX/UI Designer – Freelance Projects

Delivered paid UX/UI projects for real clients, handling requirements, prototyping, and iterations based on feedback.

Social Media & Visual Designer – City Councilman

Developed visual content and communication strategies for a city councilman's Instagram, focusing on clarity, accessibility, and audience engagement.

Volunteer Designer – Church

Worked as a volunteer designer for 10 months, creating visual materials and supporting digital communication for events and social media.

Skills

- UX Design, UX Research, Brainstorming, Briefing
- Heuristics, Design Systems, Design Patterns, and Design Thinking (MIT model)
- Prototyping with Figma (wireframes, mockups, auto layout, components, etc.)
- Web development with JavaScript, HTML, CSS, and studying React Native for app creation.
- Requirements engineering and UML diagrams
- Agile methodologies (Scrum, Kanban, TDD)
- Prompt engineering and image manipulation
- English: Intermediate level (self-taught)
- Spanish: Intermediate level (self-taught)

Education

Paulista University, Rio Preto
Completion in December 2025