

Lara S. da Luz

UI Designer

Able to work in EU

Open to relocate

Open to remote roles

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Coimbra, Portugal

Hard Skills

- UI Design
- UX Design
- Wireframes
- Prototypes
- Personas
- User test
- Iconography
- Mock-ups
- Brand Design
- User flows
- Illustrations

Soft Skills

- Communication
- Creative thinking
- Team work
- Self - motivated
- Attention to details
- Organized

Tools

- Figma
- Adobe Illustrator
- Adobe InDesign
- HTML/CSS
- Adobe Premiere Pro
- Adobe After Effects
- Procreate

Education

Oct 2023 - July 2024

UI Design Program

CareerFoundry

Sep 2020 - Sep 2023

Graduation in Graphic Design
& Multimedia

University of Coimbra

About Me

As a UI Designer with a background in illustration and graphic design, I strive for the perfect balance of aesthetics and usability. My experience enhances my work in iconography, research, and wireframing. I'm able to add value to your ideas and have an empathetic view on users. Whether working alone or with a team, I am flexible and capable of delivering superior design work.



UI/UX Projects

GoCamino

UI/UX Design - Project View

Feb 2024 - April 2024

CareerFoundry

A location-based website that helps future pilgrims plan and not get lost in their path with maps and information about all their possibilities.

- **Competitive Analysis** and Interviews to find the main difficulties around the topic
- Wireframing and Usability Testing to start the design and find the best solutions
- Personas and User Flow to define the main design goals

Down to earth

UI Design - Project View

June 2024 - July 2024

CareerFoundry

A finance management app that provides essential tools to track past expenses, plan future expenses, and manage investments and savings for financial peace.

- Based in the **User Stories** a personal research on finance applications, created a User Flow to guide my design choices
- User testing with the wireframes to analyze main mistakes
- Brand design is minimalistic and delicate, to bring peace and clearness to the user's mind
- Mockups to showcase the final design

The Tome

UI/UX Design - Project View

May 2024 - June 2024

CareerFoundry

Most Dungeons & Dragons (D&D) players struggle with creating a character from scratch. The Tome app assists users in creating and managing characters, and is compatible with both iOS and Android platforms.

- Created **3 main usabilities** for the app based on my research
- Studied main differences between **IOs and Android design** rules
- **Iconography** - I designed all the icons of the app
- **Prototyped** all the process

Experience

Website for data management

UI Design - Project View

June 2023 - July 2023

Rilix Company

The company needed a website to manage better their orders and communication between the team, so everyone knows the situation and the person responsible for each order.

- Worked with the company's **programming team**

ADHD Stories for Children

Illustration - Project View

Oct 2023 - Dec 2023

- Simple story with a complex message that I worked to **communicate well**
- Planning and **team work**