

Maria  
Moreira

# PORTFOLIO

01



I'm Maria, I'm 22 years old and I'm finishing my master's dissertation in Design and Multimedia at FCTUC.  
I am a native of Santa Maria da Feira and currently live in Coimbra.  
It's been five years in this city that has offered me so much.  
Besides to work, I also have my more chill side, which is quite outgoing and out of the ordinary. I am always laughing and I love good times spent with friends and family.

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# Hi there!

Welcome to my Portfolio, here you will find a diversity of the works that I like to do most.

The areas in which I have the greatest interest and passion are web and graphic design. Everything related to the design of interfaces, and I have an eye on the user experience. It is my focus since I started to develop more work and experiences because it gives me pleasure to work.

Throughout my academic career, I have always looked for extracurricular activities and a way to learn more and get involved in a means of growth.

I am a determined and hardworking person looking for an opportunity to learn more and be a good professional in this environment.

02



## Soft and Hard Skills

- UI/UX Design;
- Figma;
- Prototyping;
- Webdesign
- Typography
- Photoshop;
- Illustrator;
- InDesign;
- Premiere;
- CSS/ SCSS;
- HTML5;
- JavaScript Beginner;
- Team Player;
- Problem solving;
- Time management;
- Proactivity;
- Organization;
- Flexibility;
- Hardworking;
- Communication;
- Empathy;
- Creative Mind;
- Humble;

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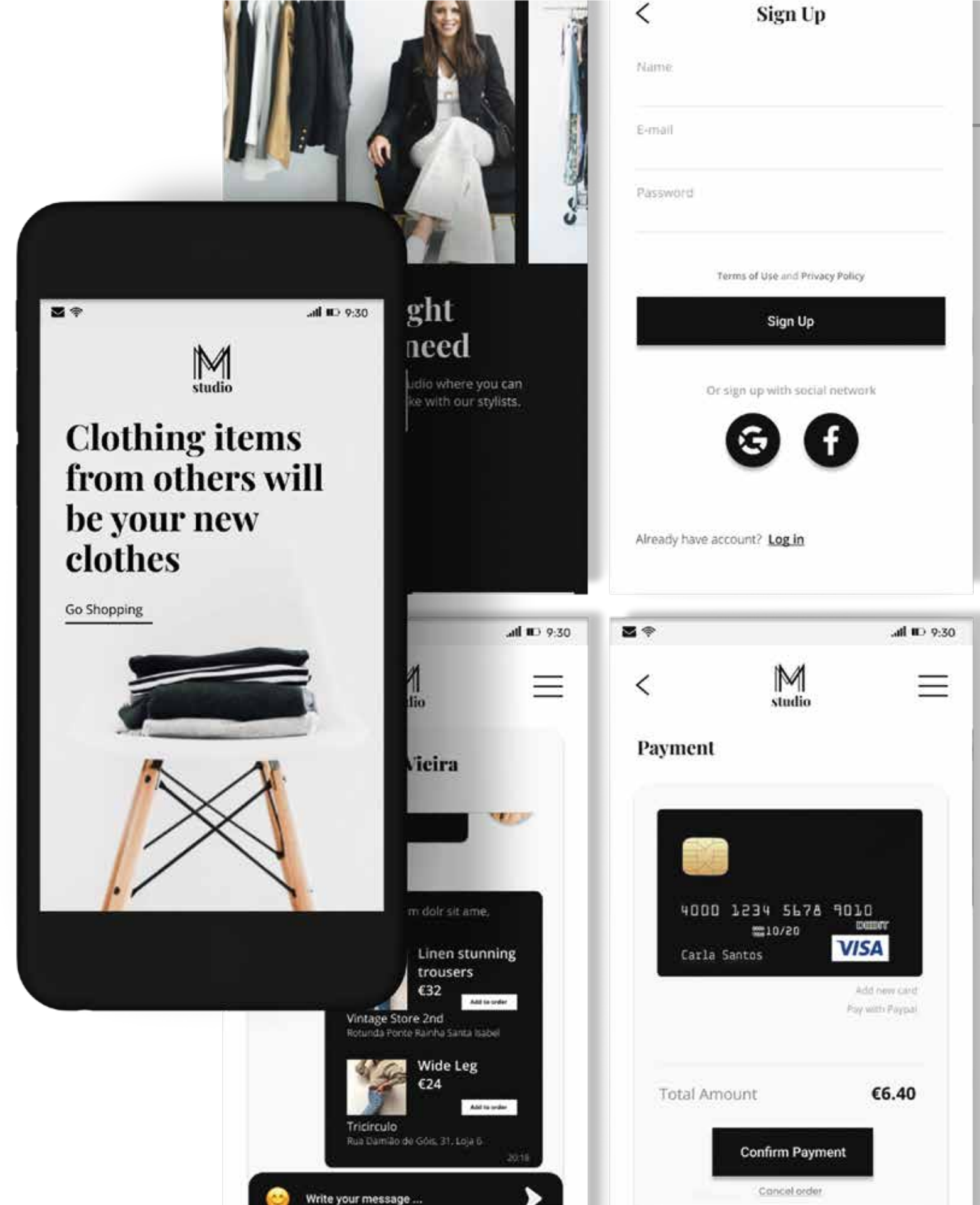
# Second Hand Cloth Studio

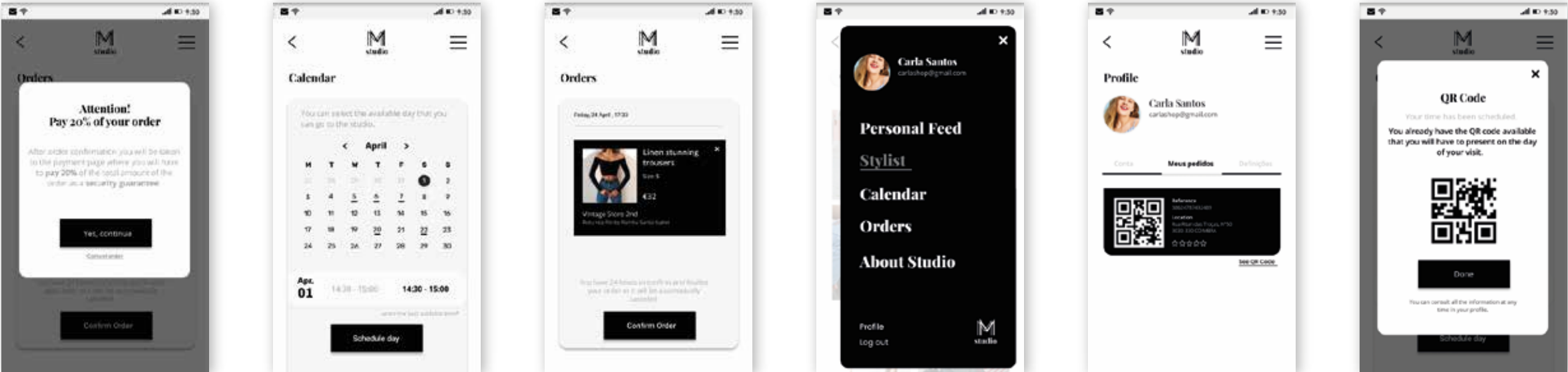
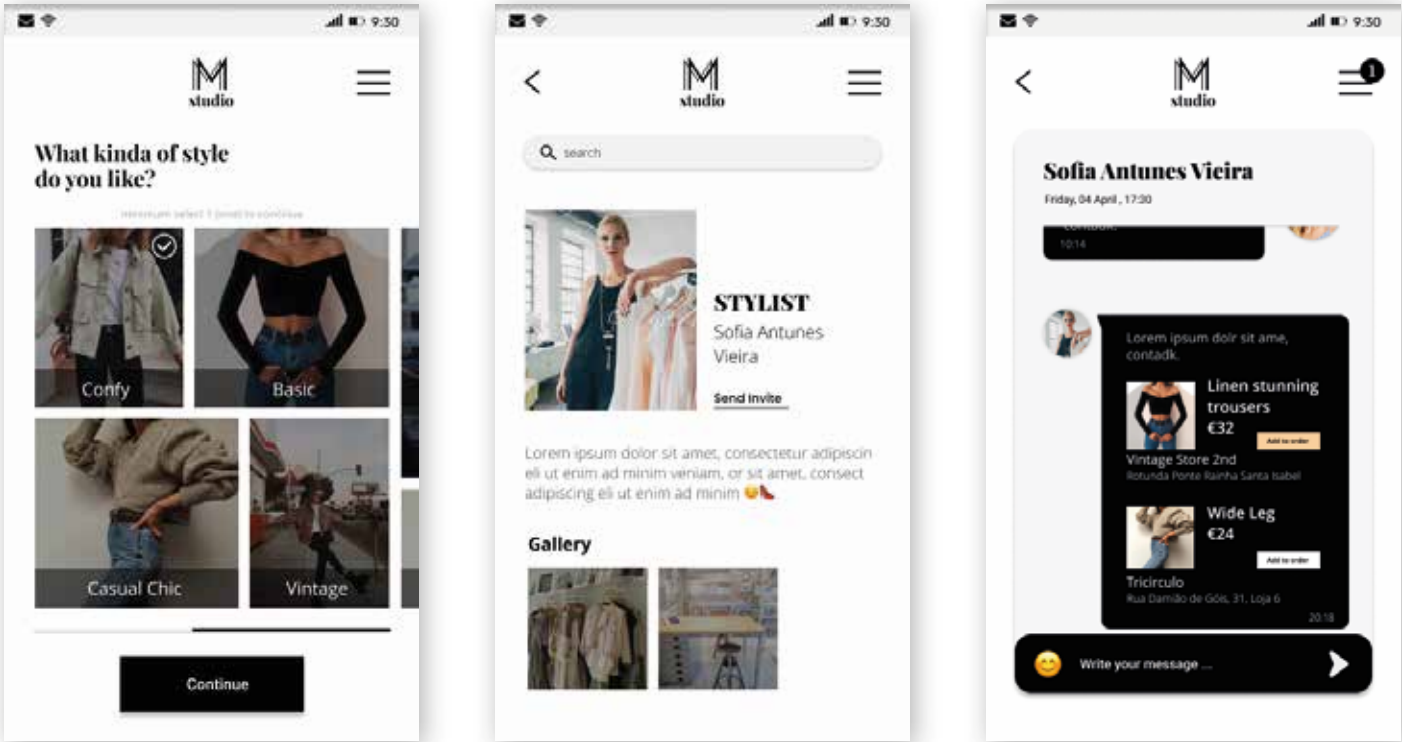
## MOBILE APP

03

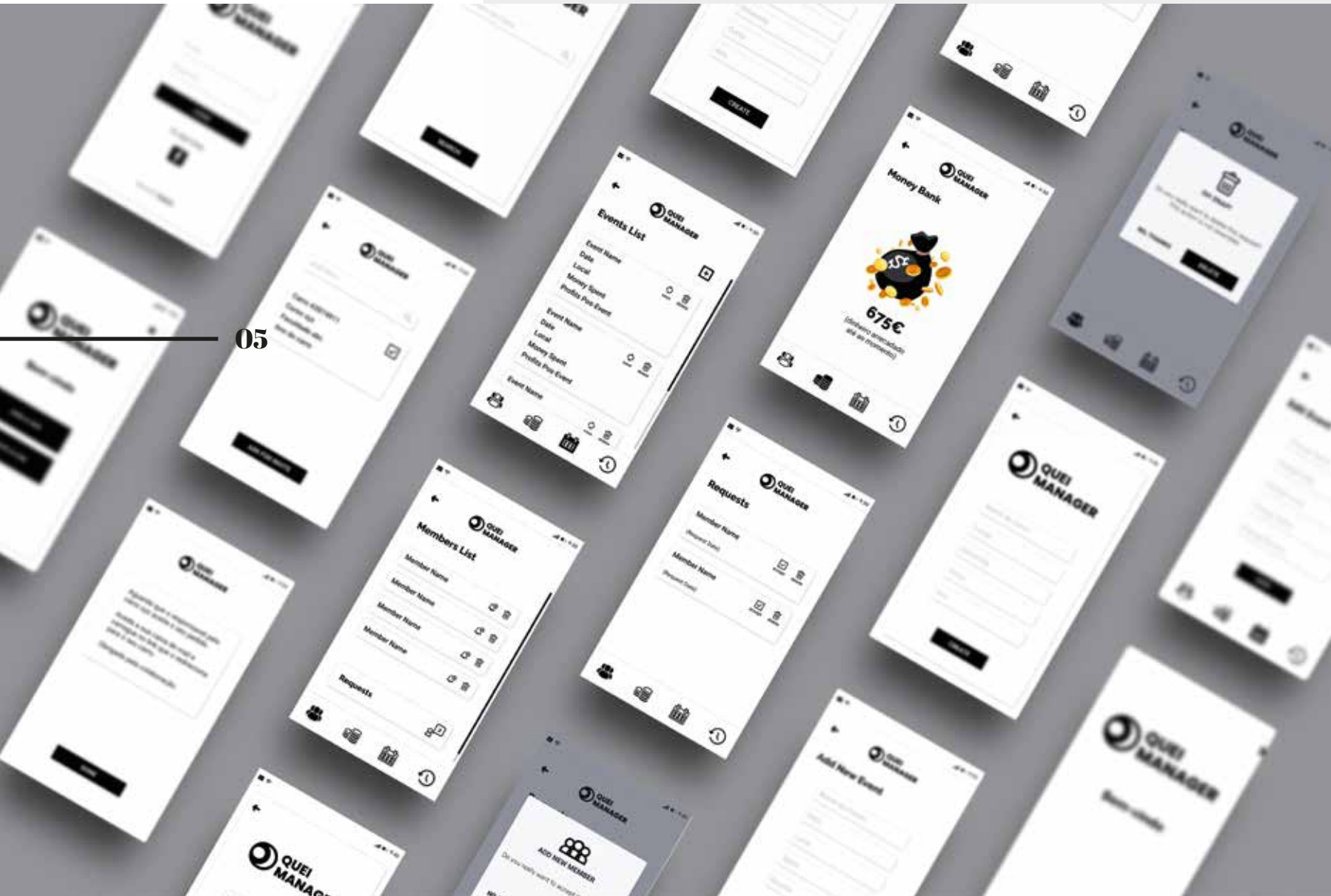
### About the project

This project "MM Studio" is a second-hand cloth store. Was made with the particularity of having a personal stylist associated with your style of clothing. In addition to being able to take advantage of new clothes, you can also customize them to your taste. It is a mixed service since half the process is in the app and the final proof and acquisition is in the physical studio.









# QUEI MANAGER

## MOBILE APP



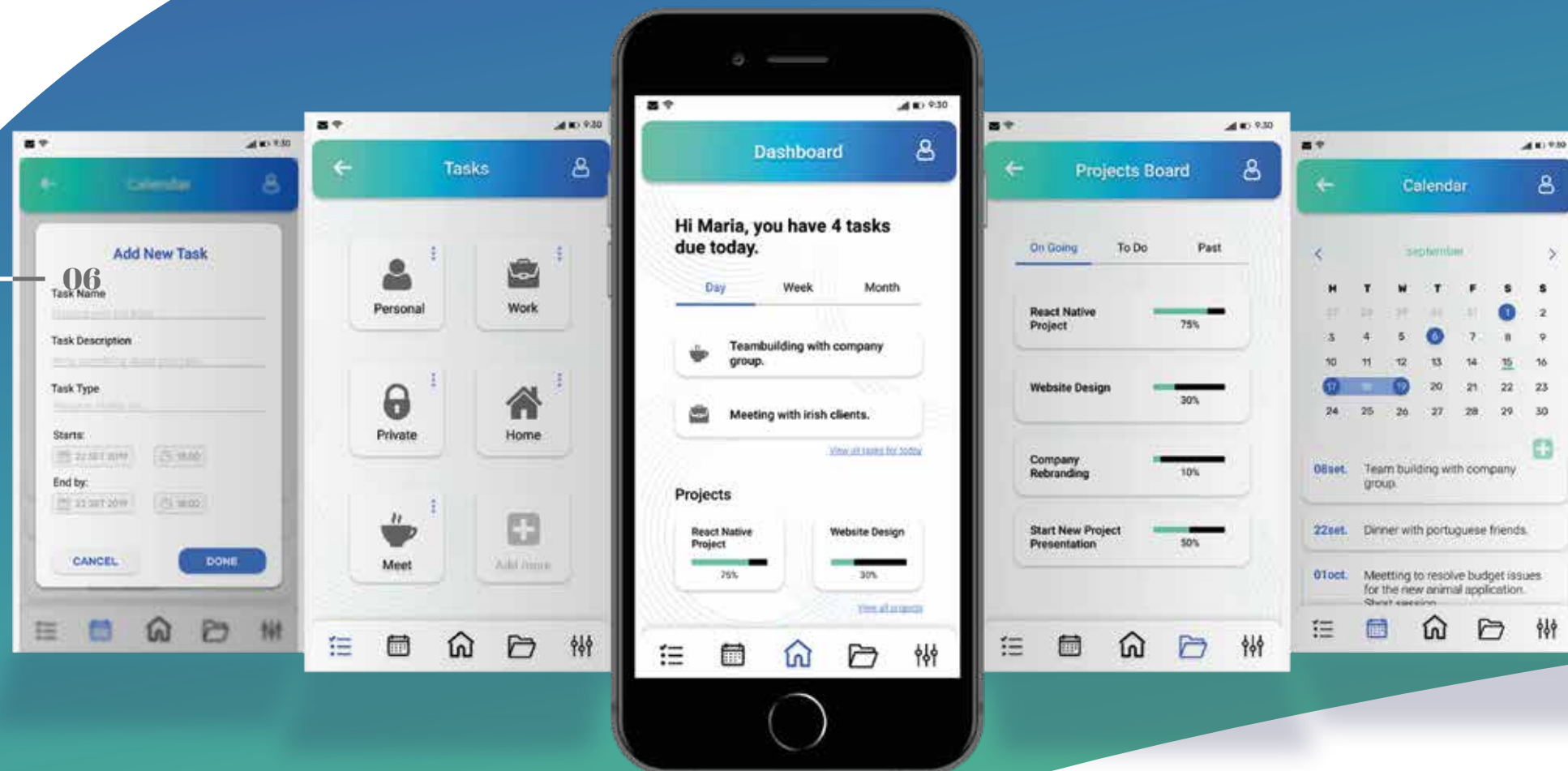
### About the project

Innovative application project created for the organization between the elements of a Queima das Fitas Car. As we all know, it is necessary to manage a team to save a lot of money and that is why this application aims to facilitate that management. A new car can be created by the president, or the elements can be added to a car already created using an ID. After connecting, you can follow the events, tasks, and money that you have accumulated to date.

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# Task and Project Management

## MOBILE APP



### About the project

A design proposal for a mobile application to create and manage tasks and projects.



# ECONOW

MOBILE APP  
to encourage recycling

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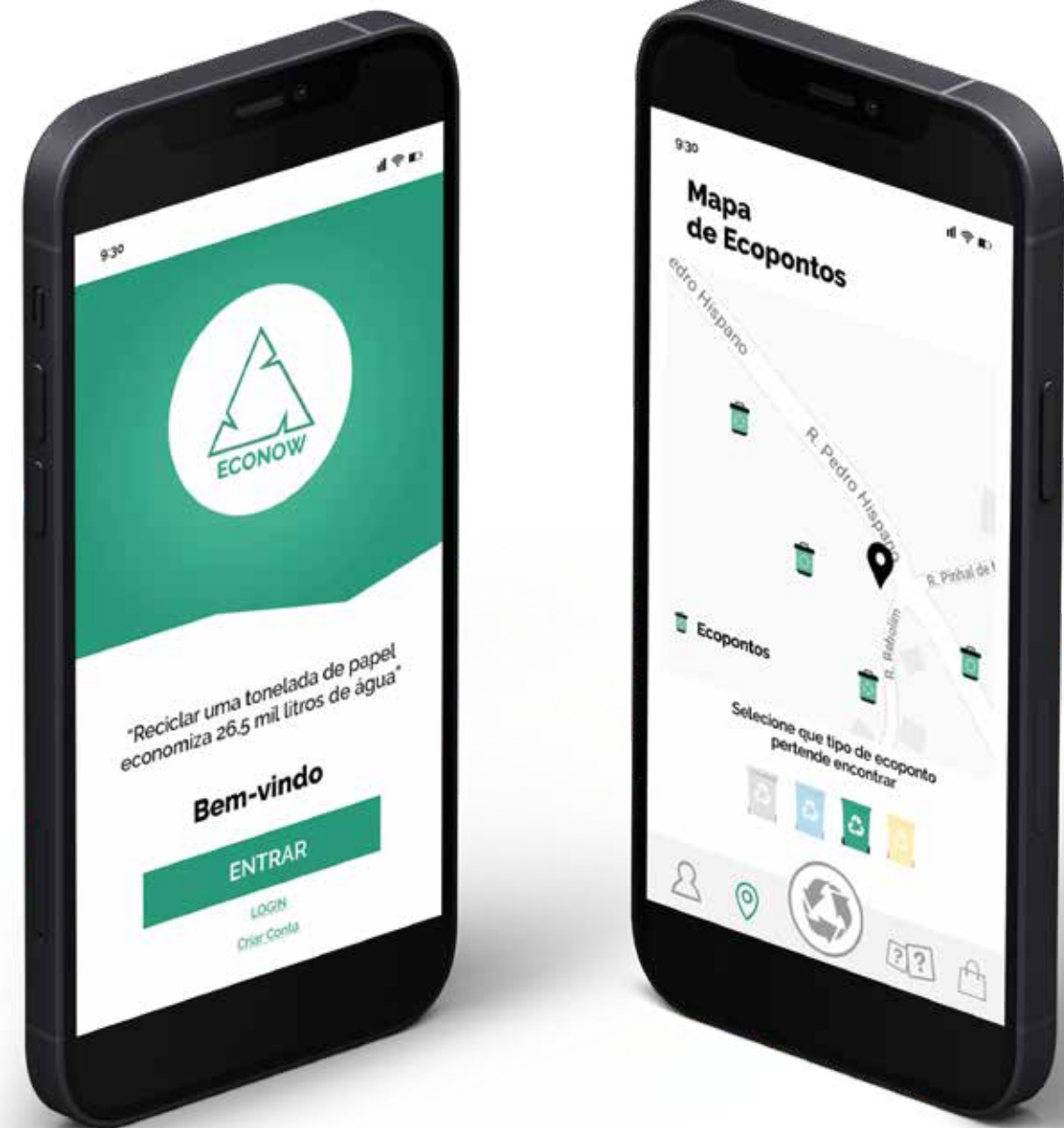


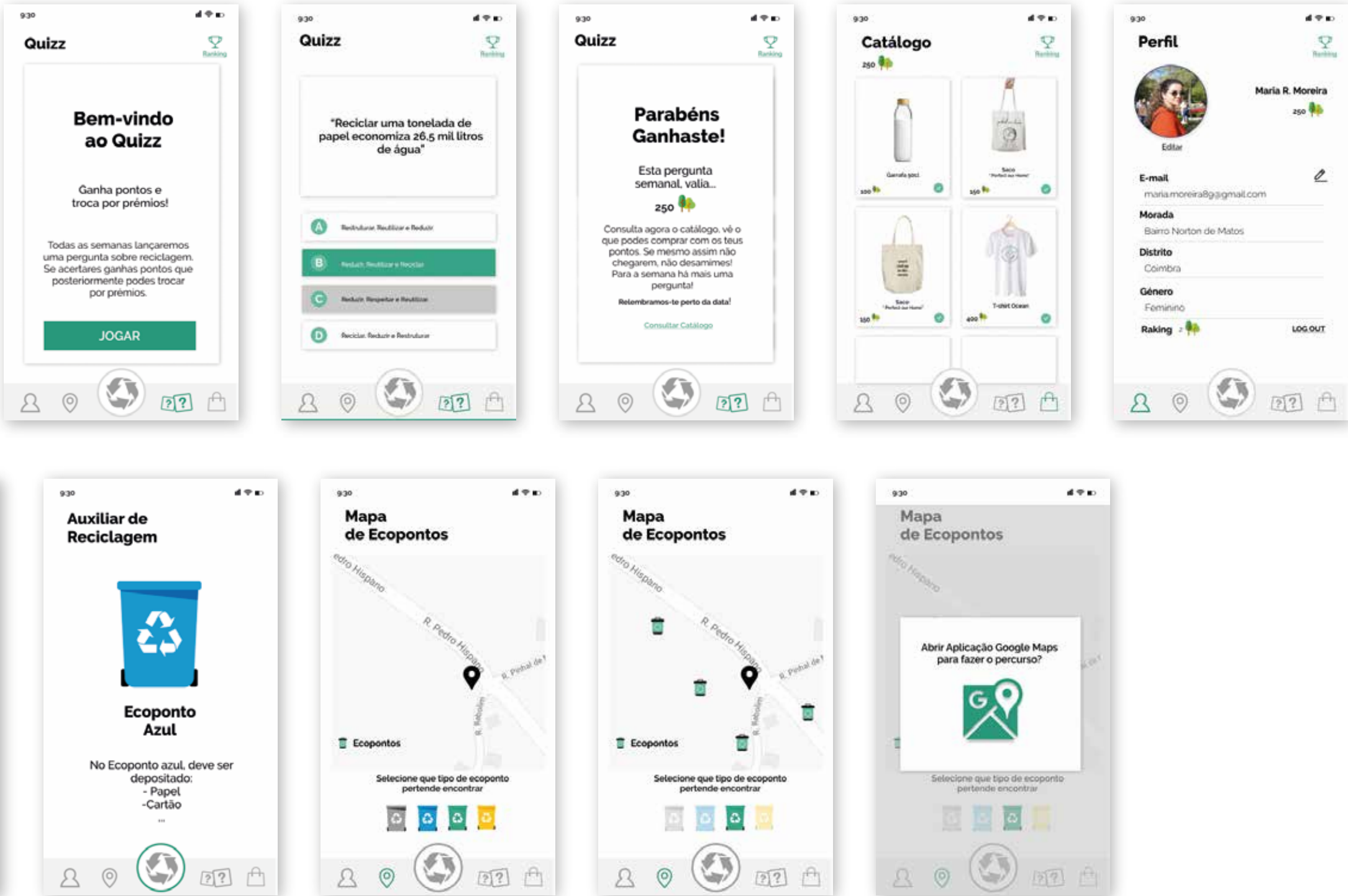
## About the project

After a process of collecting opinions, the conclusion is that most people do not recycle for 3 main reasons:

- Lack of knowledge;
- Need for an incentive;
- Few recycling points close to home.

ECONOW is designed to be used by consumers in situations of doubt before recycling, at home entertained at respond to Quizz, how to know the location nearest to move.







# Typography & Colors

Aa **Raleway Medium**

**Aa** **Raleway Regular**

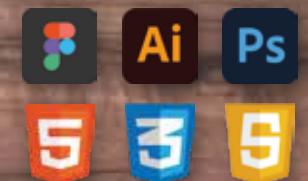
Green  
#2b987b  
R(42). G(152), B(122)

# PIZZA YOLOS

## RESPONSIVE WEBDESIGN

### About the project

Website Design and Development project  
using HTML5, CSS and JavaScript.



# FROM YOU TO THE ANIMALS

## INTERACTIVE GAME DESIGN

II



### About the project

This game project was developed to make children up to 18 years old aware of the consumption of products that are linked to animal extinction.

The game goes through answering a series of questions in the application. As you answer, the app is connected to an interactive globe that turns on the lights in the areas of the map that are being affected by the consumption of the answered product.

The globe was connected to a code in Processing, LEDs, motor, and sensors that make the globe rotate, detect the mapped areas and turn on the lights in the correct place.

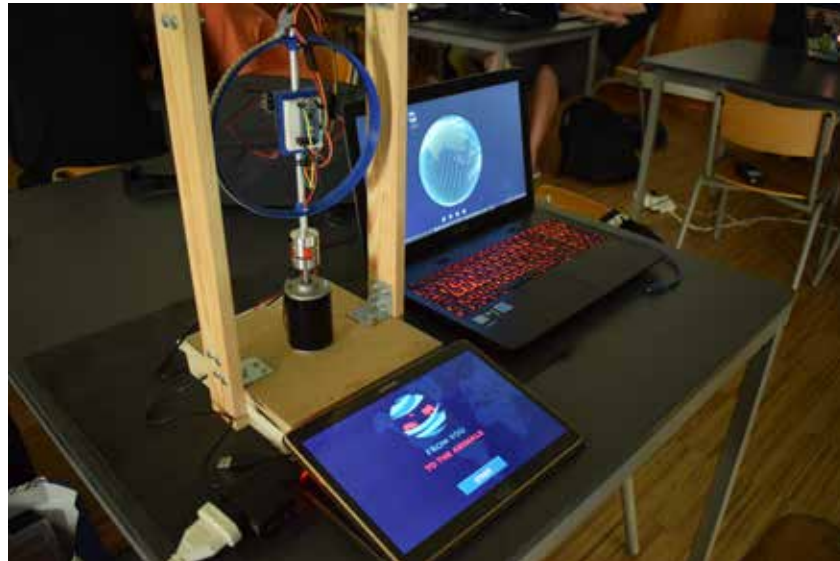




# FROM YOU TO THE ANIMALS

## INTERACTIVE GAME DESIGN

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# FOREST QUEST



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## GAME DESIGN

### About the project

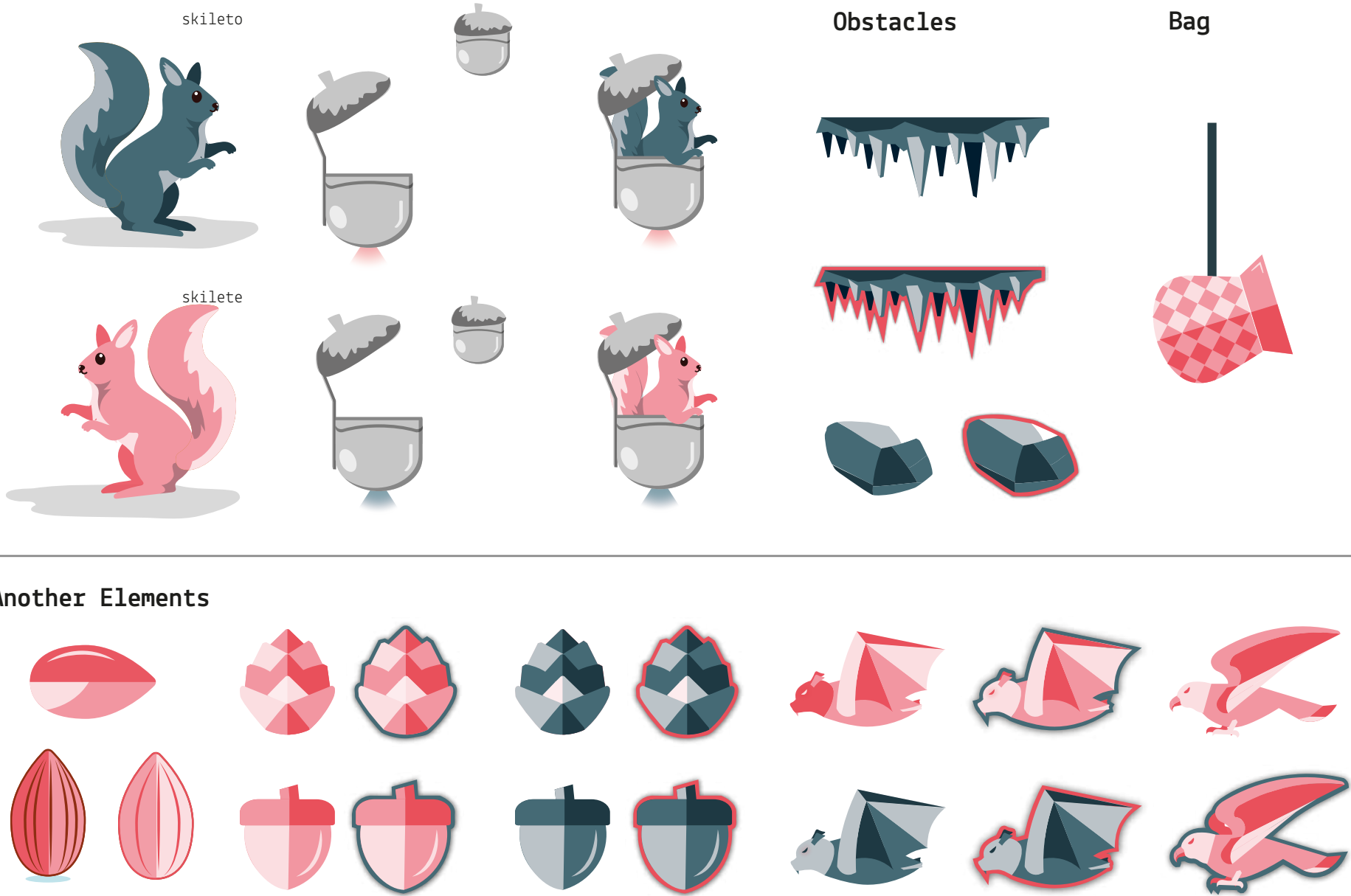
The game consists of having the main character (Skilleto) that would be moved through the joystick and aiming to overcome some obstacles that would be imposed and still be able to grab some elements of the space to earn points.

What we intend to achieve then is, as the phases of the game are overcome, there will always be two scenarios - victory and defeat. To win the player will have to overcome all enemies and obstacles that appear in the game and arrive in time to rescue his brother (Skilleto) who is lost after a problem with his Bolota spaceship. If you experience difficulties and are unable to deviate in time from obstacles and develop interactions correctly, you will lose life with the failures - until defeat.





# Graphic Identity — Characters and Elements



## Info Bar



## Interface



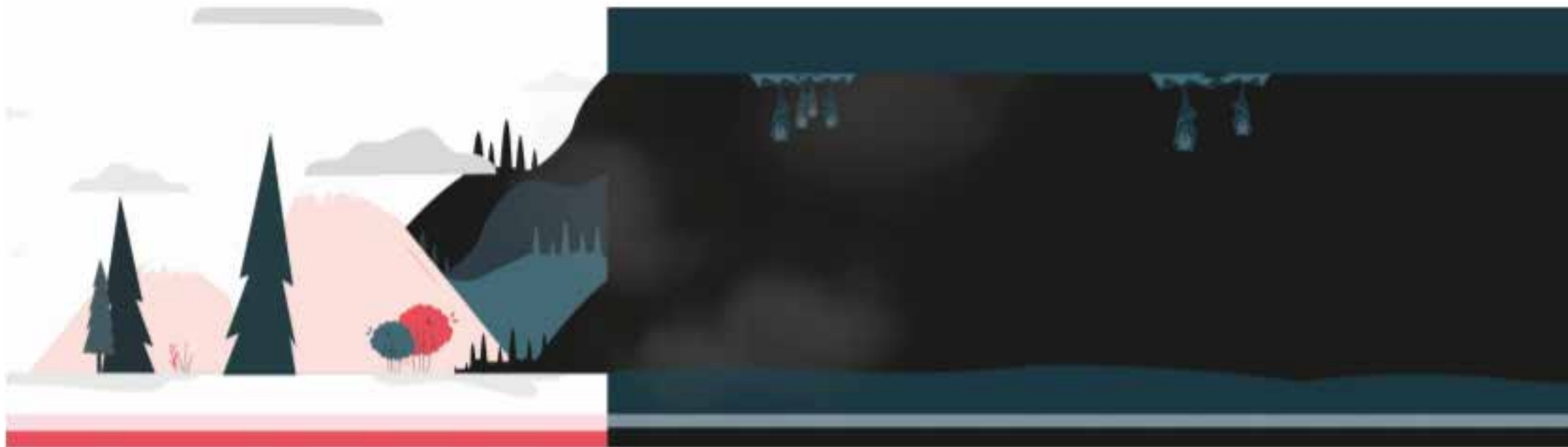
## Graphic Identity



Colors Pallete

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Flat Design Style – The field at the entrance to Cave





# Mega Convivio Polo2

## About the project

Mega Concício Polo 2 is an event organized by the Núcleos of Polo 2 for the newcomers students to the University of Coimbra, more specifically to the Polo 2.

This was the winning proposal of the 2019 edition of the event. All graphic and promotional content for the event was developed. Multiple of credentials, posters, bracelets, social networks, DJs promotion, and everything that was needed.





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# Applications

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# Photos



# Generative Design

POSTERS AND MERCHANDISING

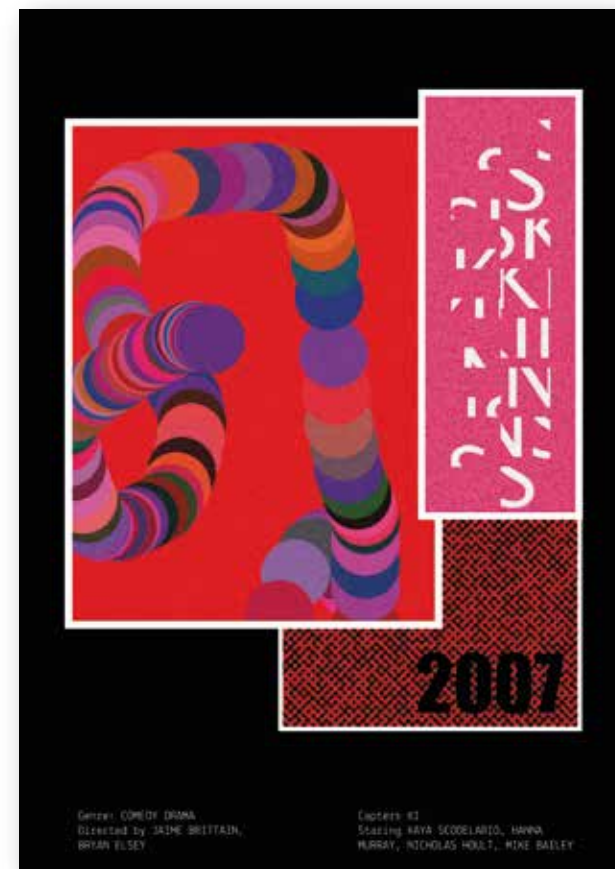
21



## About the project

This project consists of the creation of generative elements having as inspiration a series - Skins.  
The basis of the idea focuses on deconstructing posters by elements: typography, patterns, and photography. This deconstruction served to develop several generative elements in Processing to later use the various results to apply to posters and merchandise.







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THANK YOU

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