Matilde Daniela dos Santos Ferreira

Portfolio

LinkedIn

YouTube

Behance

Hello! I'm Matilde and my primary passion is **human-computer interaction design**, from a **human-centered perspective.**

Throughout my academic and professional journey, I developed projects that enabled me to explore a wide range of disciplines, including **interaction design, communication design, branding, editorial design, photography, videography, animation, and 3D rendering.**

Personal Info

Location: Porto, Portugal

Nationality: Portuguese

Birthdate: 11-02-1999

Native Language: Portuguese

Proficient Language: English

Driver's License: B

Contacts

matilde.daniela@hotmail.com

Design Tools

Figma

Adobe Illustrator

Adobe InDesign

Adobe Photoshop

Adobe Premiere Pro

Blender

Technologies

HTML & CSS

JavaScript (JQuery & p5.js)

PHP

WordPress

Professional Experience

Nov. 2023
Present

Freelance Designer

APPDA Norte | Visual Identity & Website Design
4Humanz

BULL & STEIN | Website & Online Store Re-Design
4Humanz

Populations | Board Game Design for i3S
4Humanz

Anglophone Travellers in Portugal | Website Design
CETAPS — Centre for English, Translation, and Anglo-Portuguese Studies

Sep. 2022
July 2023

Research Scholarship

2SMART | Website, Book Editorial Design & Exhibitions' Communication
i2ADS — Institute of Research in Art, Design and Society

Education

Sep. 2022
July 2024

Multimedia | Master Degree
Faculty of Engineering, University of Porto

Classification: 19
Dissertation: Designing for Adaptivity: Challenges and Guidelines
for Adaptive User Interface Design | Grade: 19

Oct. 2021
June 2022

Interaction Design, Web and Games | Specialization
Faculty of Fine Arts, University of Porto

Classification: 19
Project Highlight: Anathema (Partnership with FhP-AICOS)

Sep. 2017
July 2021

Communication Design | Bachelor Degree
Faculty of Fine Arts, University of Porto

Classification: 16
Internship: Mint Insight (LGP, Faculty of Engineering, University of Porto)
Extracurricular: [UP]arte (Student's Association Magazine)