Matilde Daniela dos Santos Ferreira

Portfolio

LinkedIn

YouTube

Behance

I'm a young **UI/UX Designer,** with a focus on a **human-centered approach.**

Throughout my academic and professional journey, I have developed projects that allowed me to explore various methods, such as conducting and analyzing **user research** and **usability testing,** as well as creating **user personas, usage scenarios, requirements,** and **low and high fidelity prototypes.**

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
Dec. 2024

Freelance Designer

APPDA Norte | Website & Visual Identity 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 & Exhibitions' Communication Design
i2ADS — Institute of Research in Art, Design and Society

Education

Sep. 2022
July 2024

Multimedia | Master's 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)