

Rui Pedro Carneiro de Faria

UX/UI designer

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Ermesinde, Porto

SUMMARY

UX/UI Designer & Engineer with **6+ years** experience designing data-driven solutions for healthcare, aviation, industrial, retail and hospitality industries.

Built and maintained Figma design systems and component libraries to reduce handoff friction and improve consistency. Led usability testing and prototype validation in agile teams, conducted stakeholder interviews and user research.

Seeking product-driven roles to scale UX systems and deliver measurable product outcomes.

EXPERIENCE

UX/UI Engineer for Critical Software: 2023 - 2025

Porto, Porto

Led HMI concept & wireframe design using user-centered methods; standardised UI patterns to improve consistency across product features.

Created and maintained detailed design system documentation (tokens, components, variants) to ensure UI consistency and accelerate developer handoffs.

Led iterative design critiques, usability testing and stakeholder feedback sessions, refining prototypes and improving overall usability based on findings.

Designed and built a R&D prototype tool to streamline the SDLC requirements phase; used contextual inquiries and interviews to validate developer needs, resulting in a 30% workflow efficiency improvement.

Collaborated with cross-functional teams in both Agile Scrum and Waterfall environments, aligning engineering constraints with user experience goals.

HMI/UX Designer & Engineering Technician for Siemens: 2019 - 2023

Perafita, Porto

Designed and implemented custom user interfaces for Siemens' Desigo CC building management platform, applying clear information hierarchy and user-centered principles to improve operator workflows.

Developed an internal design system and reusable component library inside the Desigo CC closed-source platform, improving UI consistency, reducing rework, and accelerating interface delivery across projects.

Conducted stakeholder interviews and primary user research to identify pain points, refine requirements, and guide feature prioritization across diverse client environments.

Collaborated with engineering and project teams under Waterfall and Scrum methodologies to deliver reliable, scalable interface solutions.

Managed communication with 50+ clients, providing guidance, onboarding/coaching, and technical support while ensuring feature adoption and satisfaction.

EDUCATION & CERTIFICATIONS

Bachelor's degree in Electrotechnical and computer engineering

ISEP – Instituto Superior de Engenharia do Porto

Knowledge in electrical circuit theory, math, physics, digital systems, programming, Electronics, Data communication, Electrical machines, electromagnetic systems, automation, software, and hardware development.

The Complete Web Development Bootcamp; 2023

Udemy

Covered a range of web development topics and technologies, including HTML5, CSS3, Bootstrap, JavaScript, ES6, DOM manipulation, jQuery, Unix, GIT/Github, Node.js, Express.js, API development, database fundamentals, SQL and NoSQL databases, deployment, building RESTful APIs, authentication, and security. Additionally, we put our skills to the test by building 16 web development projects that incorporated these technologies.

JS Bootcamp – Deep dive into React; 2023

DSR Corporation – Doing Software Right

Introduction to React, covering topics such as Virtual DOM, Fiber, Building and Bundling. An overview of Redux and Hooks, including Middleware, Forms, and React Routing. Tips and tricks for working with React 18, as well as browser and animation techniques using JS and CSS. The course includes three home assignments.

TECH STACK & SKILLS

Design & UX: Figma, Blender, DaVinci Resolve, Photoshop. Prototyping, Usability Testing, Wireframing, Interaction Design, Accessibility (WCAG), Information Architecture, User Research.

Coding: HTML5, CSS, JavaScript, React, C/C++, Python, Node.js, GIT.

Collaboration: Jira, FigJam, Miro, Ofice 365, Confluence.

LINKS

Portfolio: <https://shlopen.github.io/RFCVPortfolio/>

LinkedIn: <https://www.linkedin.com/in/rui-faria-068886214/>

LANGUAGES

Portuguese (Native), English (Fluent), and German (Certified B1.1).

INTERESTS

Programming; Product & Interface Design; Web & Game Development; 3D Modelling & Visualization; Image/Video Editing.