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Work Experience

Product Designer @ Venturus

March 2020 - Today

I work as a third party for one of the biggest companies from Silicon Valley as a product designer. My role in the team is to work on every step of the product development by collecting requirements, interviewing the users, creating and prioritizing design tasks with the manager and product owner, low and high fidelity wireframes, validation with the team, user testing, and demo presentations to the team and stakeholders at the end of every sprint. Also, every sprint I run a design review with developers to assure the quality of the UI and to resolve possible bugs.

UX Designer @ Daitan Group

September 2016 - March 2020

From October of 2016 to June of 2018, I worked with British Telecom, a big telecommunication company from the UK. In that period, I started working with BT design team developing the product feature document, user flows, personas, and prototypes using Axure. In a second moment, I worked in a team as a single designer dealing with product managers, stakeholders, developers, and users, also developing the designs from documentation and product understanding to functional prototype delivery.

From July of 2018 to February of 2020, I worked with a secure communication service product, for a company from the US. I was focused on building internal apps and bots ecosystem. As part of my process, I worked close to POs, leads, developers, researchers, and other designers to understand the problem and the user's needs, define what we need to solve, ideate the solution, prototype, and test with real users, or with online usability tests.

Design Intern @ Movable

December 2014 - November 2015

I worked as an intern designer as part of the “design and media” team. I was responsible for creating the design for landing pages, front-end development, and advertisement media for the main telephone operators in the country (TIM, Claro, Vivo, and Oi). Also, I worked with inner products, such as Superplayer, Apontador, Playkids, iFood, and Cheftime.

Education

Specialization in Interaction Design - UX/UI

PUC Campinas
October 2019 - April 2021

Design Bachelor's Degree

FACAMP - Faculdades de Campinas
February 2012 - December 2015

Languages

Portuguese
Native

English
Fluent

Courses

UX Online Courses

IDF - Interaction Design Foundation
May 2017 - May 2018

Design Kit: Prototyping

+Acumen & IDEO
June 2016 - July 2016

Foundations of UX: Accessibility

Lynda
February 2016