

BRUNO PINHEIRO

PRODUCT DESIGN MANAGER | 20+ YEARS IN TECH | AI-ENHANCED

SUMMARY

Experienced Product Design Manager with 20+ years in tech, combining design, product thinking, and technical execution. I've led cross-functional teams, scaled design systems, and built AI-enhanced workflows to optimize delivery and reduce friction. My background spans EdTech, SaaS, and immersive experiences, with a strong focus on remote collaboration, automation, and user-centered problem solving. Open to roles as Product Design Manager, Product Manager, or Senior Product Designer—especially where strategy, process, and impact intersect.

WORK HISTORY

Product Design Manager, 11/2024 to Current

BrunoPinheiro.eu - Valencia, Spain (Remote)

- Led freelance product design projects from roadmap to delivery, using AI and automation to accelerate prototyping and improve output quality.
- Directed multidisciplinary teams while remaining hands-on, promoting collaboration and raising execution standards.
- Defined project goals, timelines and deliverables, ensuring on-time and on-budget results.
- Integrated tools like Jira, Kanban, and custom AI workflows to streamline design ops and enhance creative productivity.

Product Design Manager, 05/2022 to Current

Edco - Dublin, Ireland (Remote)

- Managed remote production of Ireland's top educational platform (1,300+ games) and led Flash-to-HTML5 migration, tripling output.
- Reduced rework by 70% and cut dev time from 100 to 20 hrs/week by implementing structured QA and optimized workflows.
- Built AI-powered scripts (Python, Shell) to automate delivery tasks and improve team efficiency.
- Defined product roadmaps and translated user needs into Agile backlogs across distributed teams.

Product Designer, 01/2022 to 04/2022

Imvizar - Dublin, Ireland (Remote)

- Led redesign of mobile/web app and visual identity, directly contributing to successful investor funding.
- Built a scalable design system and delivered 3 full user journeys with rapid prototyping in Figma and Framer.
- Aligned design and dev teams across the full lifecycle to ensure consistent implementation and UX quality.

CONTACT

Address: Valencia, 46018 Valencia

Phone: +34614665804

Email: brunopinheiro.eu@gmail.com

WWW: linkedin.com/in/brunopinheiroeu

WWW: brunopinheiro.framer.website

SKILLS

Product Strategy

Team Leadership

Process Optimization

Design Systems

AI Integration

Remote Collaboration

Agile Development

User Research

Stakeholder Management

Technical Literacy

EDUCATION

Bootcamp, AI Product Management,
Expected in 10/2025

AI Product Academy - San Francisco

Bootcamp, User Experience Design,
03/2020

Talent Garden - Dublin, Ireland

MBA, Innovation & Entrepreneurship,
01/2017

UFCG - Brazil

PGD, 3D & Animation, 01/2008

UVA - Brazil

Bachelor of Science, Graphic Design,
01/2005

UNIT - Brazil

Motion Designer, 01/2021 to 10/2021

Thérapie Clinic - Dublin, Ireland (Remote)

- Reviewed 100+ animated assets/month, reducing post-delivery fixes by 80% through quality control.
- Created 40+ motion graphics for 10+ campaigns, boosting video engagement by up to 35% and improving user retention.
- Defined motion guidelines adopted across 3 departments, enhancing brand consistency and cutting revision time by 25%.

Product Designer, 07/2018 to 01/2021

McGowans Print - Dublin, Ireland

- Implemented end-to-end 3D product solutions, incorporating cutting-edge technologies (AR, holographic, smart displays) to revolutionize workflows
- Oversaw multiple projects efficiently in high-pressure environment with tight deadlines.
- Partnered with structural engineers throughout entire product lifecycle to ensure alignment between design vision and technical specifications.
- Brainstormed with peers and other members of design team to determine enhancements and product features.
- Produced rapid prototypes using 3D Max and a Small 3D printer.

Founder & Product Leader, 06/2014 to 08/2017

Wave VR Studio - Brazil

- Founded VR startup for architecture and tourism; shipped two flagship products using Unity and Unreal, enhancing 360°/3D real-time experiences.
- Secured incubation (Paraíba Tech Park) and national acceleration (InovAtiva Brasil), pivoting toward B2B with improved product-market fit.

Early Career, 05/2002 to 01/2014

Various - Brazil

Built a multidisciplinary foundation in 3D design, front-end dev, motion graphics, and eLearning across studios, startups, and universities. Led production and delivery of interactive content using Unity, Unreal, and WordPress for projects reaching 30+ cities.

LANGUAGES

Portuguese

Native

English

Fluent

Spanish

Intermediate

VOLUNTEER

You in Africa

Dublin

2024 - 2025

Serve the City

Dublin

2018 - 2019

Brazil Clowning Project

Dublin

2018 - 2020

Abraçando Vidas

Brazil

2017 - 2018