Cíntia Falcão

Senior UX/UI Designer

EMAIL
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PHONE
(408) 769-1570

WEB
http://cintiafalcao.com.br

Skills

User Interface Design

User Experience

Interaction Design

User Research

Motion Design

Visual Design

Branding

Illustrations

Prototyping

Wireframing

HTML/CSS

GIT

Javascript

ActionScript3

Tools

Sketch

Adobe XD

InVision

Framer

Photoshop

Affinity

Illustrator

After Effects

Premiere

Work experience

UX/UI Designer
DTT
JAN 2018 - MAI 2019
Amsterdam, The Netherlands

G4S — *Design an app to provide cash solutions to the world's leading global, integrated security company.*

I created high-fidelity concepts and worked with developers to drive polished designs to final implementation.

EFDN — *Design a mobile interface for European Football Development Network.*

I designed the user interface and user experience for the European Football Network mobile app that promotes football's connecting power and uses it as an instrument for social development.

AWH — *Prototyping a mobile interface for report service.*

Deliver top-bottom design for the mobile app from conception to a polished interface.

ADC — *Create an internal workflow model for DTT.*

I worked closely with the design team members to establish a workflow model to improve UI designers' task to create a workable app from scratch.

UX/UI Designer
Qranio
MAR 2014 - AUG 2015
Juiz De Fora, Brazil

- Creation of wireframes and flows to identify user's pain-points and generate strategies for interaction and usability;

- Design of innovative and friendly interactions in collaboration with Developers;

- Lead on the redesign of the IOS apps;

- Research on trending and effective new ways of implementations for the interfaces;

- Front-end development (HTML, CSS, JS).

Lead/Motion Designer
Ato Interativo
MAR 2010 - MAR 2014
Juiz De Fora, Brazil

- Ideating, conception and designing websites;

- Actionscript 3.0 development of web apps and interactive experiences;

- Front End development (HTML, CSS, JS).

Lead/Motion Designer
Pura Comunicação

JUN 2003 - JAN 2010
Rio De Janeiro, Brazil

- Ideating, conception and designing websites;

- Lead and mentor other designers;

- Creation of wireframes, prototypes and, interface design;

- Actionscript 3.0 development of web sites, apps and, interactive experiences;

- Front-end development (HTML, CSS, JS).

Front-end/Web Designer
Tambor

MAR 2001 - APR 2003
Belo Horizonte, Brazil

- Contributing to mid-level and senior designers with layouts for the websites;

- Design email newsletters, animated banners, and other online assets;

- Front-end development (HTML, CSS, JS).

Art Teacher
Instituto Pollyana

MAR 2001 - APR 2002
Belo Horizonte, Brazil

- Planning lessons on art and art history under students' learning objectives.

- Developing students' drawing, coloring, and painting techniques.

- Providing instruction on media use such as graphite and charcoal pencils and oil, acrylic, and watercolor paint.

Education

B.A
Animation/Drawing
UFMG

2001
Belo Horizonte, Brazil

Certifications

User Research - Methods and Best Practices   2021
Top 10 in class
Interaction Design Foundation

Design Thinking *Best in class*   2020
Interaction Design Foundation

Conducting Usability Testing   2018
Interaction Design Foundation

Mobile development with Google Android   2011
Caelum

Web Developer   2004
SENAC