

Cristhian Medeiros Silva

UX/UI – Design System Designer

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Design System specialist with deep Figma expertise. Since 2016, I've built and evolved multi-product systems, turning complex requirements into scalable, accessible components and patterns. Comfortable deciding when to reuse, extend, or introduce new components, and documenting them for efficient delivery. Upper intermediate in English and used to async collaboration across time zones.

Core strengths

- Design Systems in Figma: components, variants, tokens, styles, libraries, and governance
- Component thinking: decompose features into reusable primitives and patterns
- Handoff and specs: precise properties, states, redlines, tokens, and interaction notes
- Developer collaboration: pair on implementation, align on API and accessibility
- Accessibility: WCAG-aware decisions, focus states, keyboard flows, contrast and tap targets
- Information architecture and flows: clear, constrained UX within DS guidelines

Experience

UX/UI Designer — Capgemini | 2023 – Present

Design System Designer for Instituto de Informática da Segurança Social (Portugal)

- Led the evolution of a shared Figma library across multiple web and mobile products, consolidating components and styles to reduce design drift.
- Established rules to decide reuse vs. net-new components, with proposal RFCs and adoption criteria.
- Created scalable component families with variants, responsive behavior, and accessibility built-in.
- Partnered with engineers working in React and TypeScript to align component APIs with DS primitives and design tokens.
- Authored implementation-ready specs: properties, states, tokens, aria roles, and usage guidelines.
- Ran office hours, training, and documentation to drive adoption and consistent usage.
- Introduced mobile-focused patterns to ensure parity and responsiveness.

Product Designer — Abler | 2022 – 2023

- Built and maintained the product's design system in Figma and supported migration to a shared library.
- Translated user research and product constraints into DS updates and new components when justified.
- Improved existing flows and interfaces while keeping alignment with DS standards.
- Delivered developer-ready specs, participated in grooming, and validated UI in staging.

Lead UX/UI Designer — MPX Brasil | 2018 – 2021

- Directed UX/UI for public-sector solutions, from discovery to interface delivery.
- Set up and maintained a design system to accelerate delivery and reduce inconsistencies.
- Collaborated daily with development to ensure feasible, accessible implementations.

UI Designer — Earlier roles

- Delivered websites end-to-end: discovery, flows, UI screens, and assets.

Education

 **MBA, Product Management — Descomplica (2023)**

 **Product Design — Unicesumar (2019 – 2021)**

Skills

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| • Figma libraries, components, variants, autolayout, tokens, styles | • Storybook alignment and component API definition | • Accessibility (WCAG), keyboard and screen reader flows |
| • Design tokens and theming | • Information architecture and user flows | • Agile rituals and stakeholder communication |
| • Documentation and specs | | |

Languages

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| • Portuguese: Native | • English: Upper intermediate |
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