

Introduction

Hello, my name is Pedro Carmo. I'm a product designer based in Brooklyn, NY. For the past 6 months, I've been working remotely for a tech company based in San Francisco, California called Envoy. At Envoy, I've been a Senior Product Designer leading one of the teams that oversees our administrative experience on our Visitors product. Our Visitors product is our well known iPad kiosk app, that helps offices around the world sign-in visitors easily and securely manage their offices.

Outside of my day job, I also mentor Design 101 & Interaction Design students at Designlab.

References

Mig Reyes - *Mentor, Former Teacher*

Director of Product Design at Sprout Social
contact@migreyes.com

Deepa Subramaniam - *Former VP of Product at Kickstarter*

Co-founder of Wherewithall
deepa@where-with-all.com

Zack Sears - *Former Design Director at Kickstarter*

Co-founder of Throne Watches
z@zacksears.com

Jacques Fuentes - *Collaborator, Principal Engineer at Simple*

Staff Engineer at Simple
jpfuentes2@gmail.com

Ya-Bing Chu - *Former VP of Product at Teespring*

VP of Product at Formation
yabing@gmail.com

Certifications

Scrum Product Owner, CSPO
Spring '17

Experience

Envoy, Senior Product Designer

October '18 – Present

Simple, Product Designer

November '17 – August '18

Kickstarter, Product Designer

December '16 – November '17

Teespring, Product Designer

August '14 – November '16

DevMynd Software, Design Consultant / Product Designer

November '13 – August '14

Codal Inc., Designer & Frontend Engineer

January '13 – November '13

Futura IO, Design Intern

November '12 – December '12

Education

The Starter League, Visual Design

Winter '12 Class

The Starter League, Advanced Frontend Development

Spring '13 Class

Skills

Design: well-versed in product thinking and definition, design systems, interaction design, visual design, user experience and product research.

Development: efficient in Html & Haml, Css & Scss architecture, Git SCM, Framer.js and working within Rails dev environments.