

Ester Coelho Pinheiro

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Rio de Janeiro
Open to Relocation

PROFESSIONAL OBJECTIVE UX/UI DESIGNER | PRODUCT DESIGNER

QUALIFICATIONS SUMMARY

Post-graduated in UX/UI Design and Digital Products in training at EBAC – British School of Creative Arts and Technology, Bachelor's in Architecture and Urbanism. Professional with an analytical and creative profile, I am determined, flexible, and innovative.

Experience acquired through UX/UI Design projects, from user research to the creation of low, medium, and high-fidelity prototypes. Familiarity with usability testing, iterative design, and interface refinement. Ability to translate insights into user-centred visual solutions, focusing on improving the experience and usability. Capacity to collaborate with multidisciplinary teams, respecting deadlines and delivering high-impact results.

- Skills in Figma, Low, Medium, and High-Fidelity Prototypes, Wireframes and Interaction Flows, Mapping, and User Journey;
- Knowledge in Design System, Research Techniques, Design Thinking, Agile Methodology;
- Notions of Design Sprint, HTML, and CSS;

EDUCATION

- Postgraduate in UX/UI Design and Digital Products – Specialisation Lato sensu - EBAC – 03/2024 - 07/2025
- Bachelor's Degree in Architecture and Urban Planning - Universidade Unigranrio - 07/2014 - 07/2019

LANGUAGE

- English – Intermediate | Cambridge Certificate B1 General English

WORK EXPERIENCE

Lab Yes!

09/2025 - 12/2025

Volunteer

UX/UI Designer

- Implementation of Agile Methodology: I apply the Scrum methodology for task management, using the Jira tool, optimising team organisation and workflow.
- Quality Assurance (QA) Support: Actively assisted the QA team, using the Lab environment to dive into the world of Quality Assurance and reinforce the importance of the process.
- Documentation Management: Used the ClickUp tool to structure and maintain project documentation in an organised manner.
- Immersive Learning and Participation: Acted as an active listener in projects (Mediato), absorbing the dynamics and discussions of the development cycle.

PROJECT EXPERIENCE

Itaú Next Level

02/2025 - 06/2025

EBAC Course

- Designed and developed Itaú Next Level, a digital ecosystem focused on empowering young adults (30+) in career transitions, entrepreneurship, and financial planning. I identified the need for an integrated platform that offered learning tools, networking, and personalised financial support. I

led the user experience, from interface conception to defining functionalities for connecting professionals from various areas, skill development, and access to financial resources.

- Applied the Design Thinking methodology to project the product, from user research and market analysis to prototype creation and usability testing.

- I conceived North Packer, an app focused on creating a community of travellers. I identified the need for itinerary personalisation and access to authentic tips for lesser-known places. I created the user experience, from the intuitive interface to the functionality for creating and sharing personalised itineraries, aiming to connect travellers with unique experiences.
- I used the Design Thinking methodology to design a travel app, from user research to creating a prototype in Figma. I developed skills in qualitative research, user journey mapping, and prototyping.

SKILLS

- Methodologies: Design Sprint | Lean UX | Double Diamond | User mapping and journey | Design System | Design Thinking | Agile;
- Tools: Figma | Sketchup | Canva | Lumion;
- Artefacts and Deliverables: Low/High-Fidelity Prototypes | Wireframes | Interaction Flows;
- Additional Knowledge: 3D Visualisation | Ergonomics.
- Initial Knowledge: HTML | CSS.

PROFESSIONAL DEVELOPMENT

- Learn HTML and CSS - Scrimba - In Progress
- Enterprise Design Thinking Practitioner - IBM - 2025
- Mobile Marketing - FIAP - 2025

INTERNACIONAL EXPERIENCE

- Work and Study Exchange Program – International House - Ireland - 2022-2023