Francielle Abreu da Silva

UX/UI Designer

linkedin.com/francielle-abreu

francielleabreu.github.io

PROFILE

I am a UX Designer with over two years of experience in creating intuitive and inclusive solutions, complemented by a background in programming and a degree in Systems Analysis and Development. With seven years as a Project Analyst and a specialization in Project Management, I bring strong organizational skills to my design practice. Currently, I also work as a UX Tutor, combining my teaching background with a passion for mentoring professionals in building accessible and meaningful digital experiences.

EDUCATION

Systems Analysis and Development
Technologist Degree (EQF - Level 6)
Pontifical Catholic University of Rio Grande do Sul (PUCRS), Brazil
2023 - 2025

Project Management
Specialization (EQF - Level 7)
UNINTER International University Center, Brazil
2018 - 2019

Letters English Language and Literatures
Bachelor of Arts (EQF - Level 6)
Pontifical Catholic University of Rio Grande do Sul (PUCRS), Brazil
2014 - 2017

SKILLS

- UX/UI Designer
- UX Researcher
- Figma
- Web Designer
  - HTML/CSS/Bootstrap
  - JavaScript
  - React & React Native
- Project Management
- Translator & Researcher

CERTIFICATIONS

- UX Design Bootcamp (TechLabs Rotterdam, 2025)
- Full Stack MERN Program (Code Matrix Zone Rotterdam, 2025)
- UX Design & Figma (EBAC - British School of Creative Arts, 2023)
- Scrum Fundamentals Certified (SFC), (SCRUMstudy, 2023)

LANGUAGES

- Portuguese: native
- English: fluent
- Dutch: basic level (A2) - **in progress**

PROFESSIONAL EXPERIENCE

UX/UI Designer Program Trainer
Code Matrix Zone, Rotterdam | Mar 2024 – Present

- Following my performance during the internship at Matrix Master, I was invited to become a program tutor in the bootcamp. I now teach a UX Design Master Class, where I share practical knowledge and insights gained through hands-on experience to inspire and guide future designers and programmers.

UX/UI Designer
TouchPulse, Eindhoven | Fev 2025 – Jun 2025

- Redesigned the user interface of Navis, a navigation app focusing on accessibility and inclusive design for visually impaired users;
- Conducted user research and interviews to understand user needs, pain points, and accessibility requirements;
- Created and refined user stories, wireframes (Figma), and user flows based on research insights;
- Led usability testing sessions to validate design choices and identify areas for improvement;
- Collaborated with developers and stakeholders to ensure design feasibility with accessibility standards, and participated in daily standups to contribute to team discussions on product priorities.

UX/UI Designer Intern & Trainee
Code Matrix Zone, Rotterdam | Oct 2023 – Set 2024

- Conducted UX research, created personas, and developed interactive prototypes using Figma to support user-centered design;
- Designed and iterated the full UI for desktop and mobile platforms;
- Collaborated with Front-end and Back-end teams to align development with design vision and user needs;
- Developed pages using React, JavaScript, Bootstrap, and managing code with Git and GitHub;
- Created user stories and actively participated in Agile rituals (Sprint Planning, Standups, Sprint Reviews).

International Project Analyst
PUCRS, Brazil | Jan 2016 - Nov 2021

- As a project manager, I led the strategic planning and end-to-end execution of an international research project funded by the Brazilian government. This included partnership with international universities, stakeholder management, timeline and budget control, and the successful implementation of agile methodologies to ensure on-time delivery and measurable outcomes.