Francielle Abreu da Silva

UX Designer

Netherlands 🏠

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PROFILE

UX Designer with two years of experience in user-centered design and accessibility. With a strong foundation in design and programming, I bring over seven years of experience in research and project management. Currently pursuing a degree in Systems Analysis and Development to improve my skills as a Web Designer, complemented by UX-focused courses and bootcamps, I am passionate about creating inclusive and meaningful digital experiences.

EDUCATION

Systems Analysis and Development
Technologist Degree (EQF - Level 6)
Pontifical Catholic University of Rio Grande do Sul (PUCRS), Brazil
In Progress - September 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 Designer
TouchPulse, Eindhoven | Fev 2025 – Present

- 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, and user flows based on research insights;
- Led usability testing sessions with visually impaired users 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 Program Trainer
Code Matrix Zone, Rotterdam | Mar 2024 – Present

- Due to my performance on the internship, I was invited to be a program trainer in the Matrix Master bootcamp. I teach a UX Design Master Class for Bootcamp students, sharing insights and practical knowledge gained during the internship to inspire and educate future designers/programmers.

UX 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 coordination with international universities, stakeholder management, timeline and budget control, and the successful implementation of agile methodologies to ensure on-time delivery and measurable outcomes.