



Hey! I'm Gonçalo Gomes. I'm a UX/UI Designer enthusiastic about creating intuitive and purposeful experiences for users.

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Experience

<b>Multimedia Designer</b> <b>Institute Polytechnic of Santarém</b> 2022 - 2022	Created 10+ manuals, infographics, logos, and presentations for national and international projects. Translated documents and video content to English. Managed and updated academic content on Moodle. Participated in the DID.Value international training course in Turkey, focused on employability and digital skills.
<b>UX/UI Designer</b> <b>Independent Collaboration</b> 2020 - 2021	Designed and maintained design systems in Figma, ensuring visual consistency and scalability. Developed responsive websites in Webflow, with a strong focus on usability and user experience. Collaborated closely with clients to translate requirements into clear, user-centered solutions.
<b>Communication and Assistant Designer</b> <b>Benavente City Hall</b> 2019 - 2019	Designed and produced posters and visual assets for local events. Applied principles of typography, branding, and visual hierarchy to communicate effectively.

Education

<b>Master's in Entrepreneurship and Innovation</b> Escola Superior de Tecnologia e Gestão, Leiria 2025 - Current
<b>Bachelor's in Graphic Design and Multimedia</b> Escola Superior de Artes e Design, Caldas da Rainha 2022 - 2025
<b>CTesP in Digital Design</b> Escola Superior de Educação, Santarém 2020 - 2022

Skills

UX/UI Design	User Testing	Communication
Wireframing	Prototyping	Team work
Wireflow	Web Accessibility	Flexibility
Typography	Interface design	Organization
UX Research	Grid system	Problem solving
Design Systems	A/B testing	Initiative and proactivity

Tools

Figma	<b>Languages</b>	Portuguese	fluent
Adobe Photoshop		English	advanced
Adobe Illustrator			
Wordpress			
Webflow			
Visual Studio Code			
HTML and CSS			