Lunara Costa
Product Designer

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ABOUT ME

Product Designer with a focus on user experience, mobile interfaces, and design systems. My main quest is to create better user experiences through anticipating problems and reserch to offer solutions.

WORK EXPERIENCE

SENIOR PRODUCT DESIGNER - Full-time @sideos GmbH

SEP 2021 - PRESENT
Collaborate across teams, working in an agile and dynamic work environment. Managing design team tasks, defining UI/UX strategies for web3 products. Hands-on implementing and optimizing the design system. Receive technical and business requirements and deliver intuitive and user-centered solutions. Combine creativity with an awareness of design concepts. Wireframing, UI design, and prototyping.

UI/UX DESIGNER - Freelancer @eTonec GmbH

AUG 2020 - SEP 2021
Support the entire design process, including the user experience for multiples web applications focused in token solutions.

UI/UX DESIGNER - Freelancer @mtor.io

APR 2020 - JUN 2020
Responsible for creating the brand identity, logo, and the entire design of the responsive website.

MAIN SKILLS

FIGMA / DESIGN SYSTEM / ADOBE CREATIVE SUITE / PROTOTYPING

EDUCATION

Design Thinking for Innovation
@University of Virginia - Coursera

JAN 2020 - MAR 2020
Focus on key questions and several tools to understand design thinking as a problem solving approach.

Graphic Design and UI/UX Specialization @California Institute of the Arts - Coursera

MAI 2019 - DEC 2019
Design-centric online course with practical skill-based instruction around visual communications perspective. Focus on the stages of the UI/UX development process.

International Relations Degree
@PUC Minas University - Brazil

JAN 2011 - DEC 2015
Bachelor Degree. Hands-on and comprehensive program preparing for a career in the international public and private sectors.

LANGUAGES

ENGLISH / SPANISH / PORTUGUESE / GERMAN (B1)

ILLUSTRATIONS

UI/UX DESIGN FOR WEB AND MOBILE

USER RESEARCH

BRANDING