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profile.

I am a brazilian UX/UI Designer with an Industrial design degree from Universidade Federal do Espirito Santo. I am looking to create meaningful, intuitive, and beautiful products that people thrill to use. It is essential to me dive in different topics and let curiosity speaks during my work to continue learning and improve my knowledge, skills, and ability to understand others as a designer and as human being. I strongly believe that people do their best job when they're in a collaborative team, building inspiring products. And for that, I strive to create and cultivate the most friendly and supportive atmosphere possible, where people are comfortable with making mistakes and learning with them.

skills and tools.

Design

Sketch
Figma
inVision
Adobe suite

Research

User survey & Interview
User Journey
Sitemap/User Flow
Usability testing
Prototyping Wireframes
Usability testing

Programming

HTML
CSS

Hands-on

Storytelling
Photography

Languages

Native Portugues
Advanced English
Begginer German

experience.

JAN 2020
PRESENT

UX DESIGNER

Autoglass, Vila Velha, Brazil

Strategic support of 4 products
- Conducting user research and testing
- Developing screens and task flows based on user needs.
- Conceive, iterate wireframes based on user/client feedback
- Create high-fidelity responsive screens
- Participate in Sprint Planning, project scope, roadmaps and products vision boards with the design and development teams/client

JUN 2019
JAN 2020

PRODUCT DESIGNER TRAINEE

Liftbank - Vitória, Brazil

- Designed apps following lean startup approach
- Construction of prototypes of low to high fidelity; Solution implementation, providing the necessary artifacts such as visual, service and interaction design;
- Conducting user research and testing;
- Developing wireframes and task flows based on user needs.

JUL 2018
JAN 2019

ART DIRECTOR INTERN

Febracis Coaching - Vitória, Brazil

- Designed apps following lean startup approach
- Created numerous prototypes of varying fidelity to continuously test concepts and assumptions
- Built hi-fidelity screen designs using Atomic Design
- Animated key user touchpoints to inform and charm user
- Awarded 1st place in internal Hackathon

certificates.

ACCESSIBILITY: HOW TO DESIGN FOR ALL

Interaction Design Foundation (IDF)

UI PATTERNS FOR SUCCESSFUL SOFTWARE

Interaction Design Foundation (IDF)

INTERACTION DESIGN FOR USABILITY

Interaction Design Foundation (IDF)

UX PM 1

UXalliance