

UX Researcher

EXPERT	Research Methods (quant/qual), Visual Design, UX/UCD Design, HTML, CSS.
RESEARCH	R, Morae, Tobii Eye-tracking device and software, Tableau, FaceReader, Silverback.
DESIGN	Adobe Comet (Advisory Board member), Sketch, Pixate, FramerJS, Axure, Balsamiq, Illustrator, Photoshop, Affinity Designer, Sketch3D, Flash, Atom, Git.
CODING	JavaScript, Rails, Python, PHP, Polymer, AngularJS.

Work experience

2014 - 2015	Laboratory for Usability Testing and Evaluation Manager, University of Washington - Seattle Supervisor: Andy Davidson Trained students on usability testing equipment and software (Morae, Tobii, FaceReader, Silverback)
2014	User Researcher and User Experience Designer, Resultados Digitais - Brazil User research; worked closely with Product Owner; broke high-level projects into smaller tasks for weekly Sprint plannings; UI design; Prototyping and coding; Information Architecture; UI copywriting.
2008 - 2011	Senior Product Designer - GSI Online/GrupoA/Blackboard - Brazil Led the company design efforts; worked with various stakeholders, from developers to customers; onboarding and training of interns; designed the interaction, layout, and visual look of experiences; illustration and animation of learning objects; wireframing and prototyping of web apps.

Education

2014 - present	Ph.D., Human Centered Design & Engineering, University of Washington Advisors: Sean Munson and Gary Hsieh
2012 - 2014	Master of Design, Federal University of Santa Catarina – Brazil Advisor: Alice Cybis
2004 - 2008	Bachelor of Industrial Design, Minor in Graphic Design, Federal University of Santa Maria – Brazil

Service & extracurriculars

2015	DUBHACKS'15 – Hackathon organizer 800 attendees. Designed event's logo, website, brochure, memorabilia.
2014	Student Volunteer UbiComp 2014 - Seattle. ACM International Joint Conference on Pervasive and Ubiquitous Computing.
2013	Design Workshops, Federal University of Santa Catarina - Brazil 20 participants. Created and ran design-oriented events and rapid workshops in Southern Brazil to develop the startup community.
2012	Tech workshops for underprivileged communities, Federal University of Santa Maria - Brazil Tutoring of local elementary school teachers on the use of computers and productivity software.

Research Interests

BROADLY	Understanding people/ designing interfaces/ evaluating interactions/ sharing knowledge.
CURRENTLY	Learning as many prototyping and design tools as possible; their upsides and drawbacks; what makes them useful? There has been a myriad of inspirational websites and prototyping or design tools being released, affecting how designers approach their work. In this quick-changing field, how do designer's processes adapt and change? What data types and tools will be in the designer's toolkit in the future?

Research experience

2015 - present	Research Assistant, Prosocial Computing Laboratory, University of Washington Supervisors: Gary Hsieh and Sean A. Munson. Qualitative study about industry designers' practices and problems. Development of new design tools.
2014 - 2015	Research Assistant, Prosocial Computing Laboratory, University of Washington Supervisors: Gary Hsieh and Sean A. Munson. Designing experimental social comparison feedbacks to motivate performance in games.
2015	Fieldwork, Research Methods II, University of Washington Supervisor: Charlotte Lee. Observed and interviewed staff of a sharing-economy organization.
2012 - 2013	Research Assistant, HiperLab, Federal University of Santa Catarina Supervisor: Alice Cybis. Development and testing of a Design Method for User Interfaces idea generation.
2011	Research Assistant, Content Design Center, Federal University of Santa Maria Supervisors: Volnei Matté and Marcos Brod Jr. Quantitative study of Design college students' practices around mobile devices. Development of educational apps.

Teaching experience

2016	HCDE 596: Supporting Designers of Behavior Change Technologies, University of Washington Advised by: Gary Hsieh and Sean Munson. 15 students. Directing a research group with Masters and Bachelor students.
2015	HCDE 210: HCDE Special Topics, University of Washington Lecturers: Andy Davidson and Jennifer Turns. 100 students. Planning lectures and studio sessions; leading studio sessions; grading assignments.
2013	Interaction Design, Federal University of Santa Catarina Lecturer: Alice Cybis. 20 students. Planning lectures; leading lectures.
2011	Interaction Design, Federal University of Santa Maria Lecturer: Marcos Brod Jr. 20 students. Office Hours; grading assignments.
2011	Adobe Flash, Federal University of Santa Maria Lecturer: Eronita Cantarelli. 20 students. Leading lectures.

Awards

2014 - present	CAPES-Brazil Full Ph.D. scholarship, University of Washington Among the 300 Brazilian students selected per year to do their Ph.D.s abroad.
2012 - 2013	CNPQ-Brazil Full Masters scholarship, Federal University of Santa Catarina - Brazil Ranked 1st among all applicants to the Masters program.