Luís Tomaz Moleirinho

work

UX/UI Designer | STRIX
Sep 2022 - Ongoing
Leading visual communication, UI design, and web development, crafting cohesive interfaces for proprietary software. Conducted user research, wireframing, prototyping, and usability testing, ensuring seamless user experiences and meeting all graphic and web design needs.

Assistant Project Manager | STRIX
Sep 2023 - Ongoing
Assisting the management of a European-funded R&D project in Green tech, overseeing all phases from inception to completion. Technical procurement, direct stakeholder communication, and coordinated a multidisciplinary team, sharpening project management, leadership, and innovation skills.

Product Specialist | Atik Cameras
Sep 2018 - Aug 2021
Led assemblage, testing, and quality control of astrophotography cameras and software. Provided team training, coordinated cross-functional teams to solve technical challenges. Gained expertise in user-centered design, and enhancing product usability for demanding users and product applications.

Multidisciplinary Designer | Freelance
Jan 2012 - Ongoing
Providing multidisciplinary design services across graphic design, video, and digital products. Developed brand identities, marketing assets, and websites for diverse clients, later expanding into UX/UI design with prototyping, design systems, and user-focused interfaces tailored to each project's needs.

school

Digital Accessibility | University of Aveiro
2025
Professional certification focused on digital accessibility standards (WCAG 2.2, EN 301 549). Gained expertise in assessing compliance, identifying barriers, and applying inclusive design principles to ensure user-friendly, legally aligned digital products.

UX/UI - Web Design | ETIC
2022 - 2023
Technical course focused on UX/UI design. Gained hands-on experience in developing full digital projects, creating user-friendly interfaces, designing and coding responsive digital products. Developed practical skills in translating user needs into effective design solutions.

skills & tools

Prototyping · Wireframing · Accessibility
Research · Testing · Design Systems
Front-End Development · Video Editing

Figma · Adobe Creative Cloud · VS code
HTML/CSS/JS · Bootstrap · WordPress
WCAG 2.2 · AI Tools · Notion

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