

## Education

### MFA in Generative Art and Computational Design

Mills College  
Oakland, CA  
2015–2017

### MA in Interaction Design and Information Architecture

Pontifical Catholic University  
Rio de Janeiro, Brazil  
2011–2012

### BA in Media Studies & Communications

University of Rio de Janeiro  
Rio de Janeiro, Brazil  
2004–2008

## Languages

English  
Portuguese  
Spanish

## Legal Work Status

U.S. (valid H1B)  
E.U. (permanent resident)

## Professional Experience

### Design Lead

Wonder  
Berlin | 2020–Present

### Designer & Co-Founder

Metasphere  
Berlin | 2018–2020

### Lead Designer

The Metagovernance Project  
Remote | 2018–2019

### Product Designer

XaiPient  
NY, Remote | 2019–2020

### Researcher In-Residency

Strelka Institute  
Moscow | 2019–2020

### Product Designer & Researcher

Status.im  
Remote | 2017–2018

### UX Design Lead

Samsung UX Mobile Lab (R&D)  
San Francisco, CA | 2012–2015

### Senior Information Architect

Globo.com  
Brazil | 2012–2013

I currently lead product design, and UX research to translate user goals into new ways to meet online in large groups. I work closely with the product manager and founders on strategy, and UX/product design. I also mentor and manage a small team of UX designers and researchers.

I led the development of applications on the intersection of data science, data viz, and UI/UX design. My role included facilitating workshops with clients, interviewing users to define UX goals, and validate solutions. I also collaborated with ML engineers to develop new solutions that supported the conversion from data to knowledge.

I helped the founding team to move from theoretical research to a tangible product roadmap. I used different UX research methodologies to clarify use cases and produced many low/high fidelity prototypes to solidify the vision across stakeholders and validate hypotheses with users. Additionally, I oversaw the adoption of the Metagov editor by Seed, and other blockchain-based projects.

I worked on new data viz techniques that enabled users to inspect model predictions to increase trust and transparency in AI systems. I met with different users (stakeholders, engineers, and end-users) to better understand the problem space, following R&D, and user validation.

My work consisted of mapping out opportunity spaces at the intersection of architecture, spatial computing, and machine learning to gather feedback from main stakeholders (policy-makers, urbanists, and technologists). In the period of 6 months, I led the design and development of projects and concepts in the space of urban sensing, computer-aided-design, simulation, and VR/AR.

I helped to democratize blockchain technologies to the wider public by deeply understanding user needs and usability issues to inform the design of new technologies and UX/UI solutions.

I led design research and helped drive multiple interactive products successfully to market by interfacing with different executive teams – translating user insights into successful product launches. Products I helped to develop include Gear S, Samsung Galaxy Tab, TouchWiz redesign, and Samsung Accessibility strategy.

I worked alongside a team of 5 developers, and one visual designer on the development of many award-winning mobile apps. My work included leading product discussions to translate user needs and business requirements into compelling products that users loved.

## Skills & Tools

### Design

Design Systems  
Mobile Design  
Information Design  
Interaction Design  
Product Design  
Visual Design  
Agile (Scrum, Halocracy)  
User Research

### Prototyping Tools

HTML, CSS  
Figma, Sketch  
Illustrator  
Framer, Principle  
After Effects & Animation

### Data Visualization

Tableau  
D3  
Statistical Concepts

### Programming

JavaScript, P5, D3, Visual  
Programming Languages