

Education

MFA in Generative Art and Computational Design

Mills College
Oakland, CA
2011–2012

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
2008–2012

Languages

English (fluent)
Portuguese (native)
Spanish (intermediate)

Legal Work Status

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

Professional Experience

Designer & Co-Founder

Metasphere
Berlin/Remote
2019–Present

I currently lead the development of applications at the intersection of data science, data viz, and UI/UX design. My work includes facilitating workshops with clients, interviewing users to define UX goals, designing, and validating solutions. I also collaborate with ML engineers to develop new solutions that support the conversion from data to knowledge.

Lead Designer

The Metagovernance Project
Remote
2019–Present

I helped the founding team to move from theoretical research to the final design solution. I applied different UX research methodologies to clarify use cases and produced many low/high fidelity prototypes to solidify the vision across stakeholders. Major achievements include the implementation of the Metagovernance Editor by Seed.io, and DAOStack.

Product Designer

XaiPient
Remote (Contractor)
2019–2020

I developed data visualization components that let AI users inspect model predictions to increase trust and transparency. I met with different users to collect requirements, following validation, and user testing. I helped drive the product direction by translating user needs into product requirements leading to a successful product launch.

Researcher In-Residency

Strelka Institute
Moscow
2019–2020

My work consisted of evaluating existing software tools, mapping out opportunity spaces, and ideating on solutions to gather feedback from main stakeholders. In the period of 6 months, I led the design and development of data visualization applications and concepts in the space of simulation, computer-aided-design, and data science.

Designer & Co-Founder

Pando Network
Berlin
2018–2019

I helped the product team to prioritize development by validating the value proposition with users. The approach allowed the team to simplify the product and acquire its first user base. Following the beta release, I successfully exited the project after the company was acquired by Aragon.

Senior Product Designer

Status.im
Remote (Contractor)
2017–2018

As one of the first UX researchers in the team, I helped the product team to identify major usability issues with the current app implementation by conducting user testing and additional evaluation methods. As a product designer, I was also responsible for designing solutions that improved the experience and reduced major usability problems before launch.

Staff Designer

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

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.

Senior Information Architect

Globo.com
Brazil
2012–2013

I worked alongside a team of 5 developers, and one visual designer on the development of 3 different award-winning mobile apps. My work included taking part in product discussions to translate user needs and business requirements into compelling products that created value for users.

Skills & Tools

Design

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

Personas

Wireframing

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