Ricardo Saavedra
UX & Product Designer

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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
Portuguese
Spanish

Legal Work Status

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

Professional Experience

Design Lead
Wonder
Berlin | 2020—Present

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.

Designer & Co-Founder
Metasphere
Berlin | 2018—2020

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.

Lead Designer
The Metagovernance Project
Remote | 2018—2019

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.

Product Designer
XaiPient
NY, Remote | 2019—2020

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.

Researcher In-Residency
Strelka Institute
Moscow | 2019—2020

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.

Product Designer & Researcher
Status.im
Remote | 2017—2018

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.

UX Design Lead
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 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