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Keywords

Visual design, Industrial design, Journey map, Interaction, UI, UX, Prototype, Wireframe, User research, Human-centered design, Design thinking, Service design, Illustration, Infographic, Data visualization, Responsive website, App, Sketch, Figma, Zeplin, Principle, Invisionapp, Adobe, Autodesk Inventor, 3D modeling, HTML/ CSS, English and Portuguese, Multi-disciplinary.

Education

Master of Arts in Design

San Francisco State University - San Francisco
Aug 2017 - Dec 2019

Major in Industrial Design

Federal University of Campina Grande - Brazil
May 2007 - Dec 2011

Awards

Finalist at Stanford Design Challenge

Stanford University - California
2019

Winner in a National App Contest

Justice ministry - Brazil
2014

Finalist in a Furniture National Contest

Micasa - Brazil
2009

Publications

Social innovation and design: case study of "Freguesia do Livro"

5th Paranaense Symposium on Sustainable Design
2014

Experience

Product Designer

Dadosjusbr.org - Brazil (Remote)
Apr 2020 - Today

- Designing a responsive website to facilitate visualization of open data about government expenses.

Product Designer Intern

San Francisco State University - San Francisco
Aug 2019 - Today

- Human-Centered design research and development of a product that prevents common mistakes when giving medication to children.

Volunteer

Letterform Archive - San Francisco
Jan 2018 - Jun 2018

- Organizing the Design library: labeling and cataloging books and its genres, historic posters, and general crafts.

Product Designer

Distributed Systems Laboratory - Brazil
Mar 2015 - Jan 2017

Leader of the design team. Working with web developers in the following projects:

- Crowdsourcing web platform for researchers get help from citizens on non-automatable tasks.
- Responsive sign language dictionary app.
- Conducting research and user tests for multiple projects.

Industrial Designer

Laboremus agricultural machinery - Brazil
Sep 2012 - Mar 2014

- Mapping and cataloging the parts of the products made in the factory using digital 3D modeling program;
- Improving and redesigning parts of the products to achieve simpler production processes, and enhance the factory worker's understanding and user experience while building the products.
- Improving the usability of the product while reducing costs;
- Developing graphic materials.

Interior Design Trainee

New Modular Furniture - Brazil
Aug 2011 - Nov 2011

- Creating indoor personalized furniture projects based on each user's needs;
- Presenting final versions in 3D.

Fashion Design Trainee

Colorful cotton cooperative - Brazil
Apr 2010 - Oct 2010

- Developing a collection for a regional social cooperative business using naturally colored cotton and artisanal lace made by the craftsmen association.

Ergonomics Designer intern

Federal University of Campina Grande - Brazil
Feb 2009 - Nov 2009

- Assisting professor's activities by helping class seminary preparations;
- Writing a guide about ergonomics and design.