

Tiago Gonçalves

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ABOUT ME

I'm a **digital product designer** that thrives at the intersection of design, technology and problem-solving. I'm a geek and a tinkerer at heart, passionate about indie videogames and board games, always building digital products and design resources - for work or just for fun.

Illustrator on my free time, nominated **creator** on Figma's Community.

SKILLS

Product & Interface Design

User Experience

User Research

Design Systems

Prototyping & Wireframing

Visual Design

Design Process

Accessibility

WORK EXPERIENCE

Paytient 2021 - Present

Lead product designer for Paytient's mobile/web apps and dashboards. Created Paytient's Design System and implemented a Figma based design organisation and workflow. Conducted user research and led workshops to make data-based decisions on product features and improvements.

knok Healthcare 2020 - 2021

I've led the design effort and created and implemented the knok Design System - which is now being used across multiple web-based products for patients, doctors and hospital administrators.

Nagarro Product Studio 2018 - 2020

UI/UX Designer on several digital products and pitches, including Sony, BMW, Verizon and RMS. Created and maintained a design system, including product illustrations.

Jumia 2017 - 2018

Product Designer for several Jumia web and mobile products. Created Jumia's global styleguide and component library, used across several Jumia products.

7egend 2014 - 2017

UI/UX Designer on mobile focused projects (iOS, Android and Windows), websites, TV apps, wearable apps and interactive experiences. Speaker on Microsoft Tech Refresh 2015 with the talk 'A fresh look into Windows 10 UI/UX Design'.

EDUCATION

IPCA - Escola Superior de Design 2009 - 2013

Graphic Design