TOMÁS GOMES

UI/UX & Digital Design

Contact

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📍 Matosinhos, Porto

Education

2023-2026

Video Games & Multimedia (Universidade Lusófona)

- Development of skills in multimedia, videogames, and digital technologies;
- Strong focus on visual design, UI design, and interactive experiences;
- Experience working on interfaces, visual layouts, and digital aesthetics in academic projects;

2020-2023

Programming Vocational Course (ESAG)

- Solid foundation in programming and web development
- Introduction to digital design and visual interfaces
- Project-based learning with a practical approach

Tools

- Figma
- Canva
- Adobe Illustrator
- Adobe Photoshop
- Adobe AfterEffects

Profile

Final-year Videogames & Multimedia student with a strong interest in UI/UX and digital design.
Experienced in interface design, layout, color choices, and visual consistency through academic and personal projects.
Motivated to learn, improve, and grow in a professional design or multimedia environment.

Portfolio

Website with the projects I have worked on :

https://tomasgomes.vercel.app/

Experience

2024
Small Business

Shirt Design

Developed shirt print designs, focusing on visual identity, color choices, and digital aesthetics, for a small business.

2022
Unilabs

Unilabs Internship

Took an internship at **Unilabs**, where I worked on a small project given to me as a **UI/UX Designer**, developing elements and user experience for a **Unilabs Health Quiz.**

Skills

UI / UX Design

- User interface design for interactive applications;
- UI elements placement for usability and clarity;
- Layout design and visual hierarchy;
- User-focused decision-making in interactive systems;

Basic Visual Identity

- Logo design
- Focus on visual clarity, simplicity, and readability
- Exploration of shapes, typography, and color choices