

# I'm a Product Designer with 5+ years of experience designing user-centered physical and experiences.

## Experience

### Object Edge / Product Designer

Remote / Mar '23 - Present

- Collaborating with teams across Specialized Bikes and Motorola to design and enhance B2B platforms, improving user experiences and boosting business performance.
- Played a key role in increasing feature usage by 46.6% and driving a 21.6% growth in site visits through intuitive design solutions.

### Conquer Business School / Product Designer

Remote / Jun '22 - Mar '23

- Led the design of engaging, interactive learning platforms, contributing to improved user engagement and satisfaction.
- Spearheaded key design initiatives that resulted in significant feature usage increases and website traffic boosts.

### Vennx / UX/UI Designer & Web Designer

Remote / Nov '21 - Jun '22

- Designed user-friendly interfaces for clients across diverse industries, improving overall usability and customer experience.
- Developed a cohesive design system that streamlined processes and enhanced cross-functional collaboration.

### SOM / Research Collaborator Intern

Chicago, USA / May '15 - Jul '15

- Collaborated on research for high-profile architectural projects, applying design thinking and user-centered principles.
- Worked with cross-functional teams on innovative urban design solutions, contributing to presentations and project development for landmark projects like the Burj Khalifa.

### UAIX Smart Design / Product Designer (Part-time)

Remote / Feb '21 - Present

- Working on various projects, focusing on sustainable design practices and improving accessibility in digital products.
- Mentoring junior designers and collaborating with cross-functional teams to deliver high-impact design solutions.

## Education

- **Post-graduation in Product Management** / Descomplica Digital University / 2023-2024
- **Associate's Degree in Computer Science** / Cruzeiro do Sul Virtual / 2021-2022
- **Bachelor's Degree in Architecture & Urbanism** / PUC Minas & University of Utah / 2011-2016

## Skills

- UX/UI Design
- Figma
- Prototyping
- User Research
- Visual Design
- Usability Testing
- Product Discovery
- Design Systems
- Data-Driven Design
- Cross-Functional Collaboration
- Storytelling
- Business acumen
- Outcome driven
- Simplifying complexity
- Product strategy
- User interview
- Market research
- Communication
- Data proficiency
- Self-sufficient
- Empathy