

Soft skills

Empathic
Collaborative
Communication skills
Business skills
Team player
Adaptability
Transparency
Curiosity

Technical skills

User research and testing
Information architecture
User-centered design
Visual Communication
Wireframing
Prototyping
Iterative design
Prioritization and time management

Education

UX Design

General Assembly / London
Sep 2017 - Dec 2017

Erasmus Programme

Tomas Bata University / Zlín
Sep 2012 - Jan 2013

New Technologies of Communication

University of Aveiro / Aveiro
Sep 2009 - Jan 2013

Say hello

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Experience

Senior Product Designer @ Amazon (Veeqo Software) / May 2021 - Present

Veeqo is an all-in-one ecommerce webapp that manages Fulfilment, Inventory, Shipping, and warehouse management. As the Fulfillment designer, I'm responsible for the highest traffic page in our webapp (the orders page), order placement, picking and packing items, printing and shipping.

- Designing and creating experiences for our sellers that cater to their needs
- Conducted quantitative and qualitative research, as well as moderated and unmoderated user interviews independently
- Informed business strategy with user research findings
- Experience working with several stakeholders (Executive team, Product Managers, Engineers, Marketing, Support and others)
- Lead designer on the iterations of our highest traffic page. Led the collaboration across product and development to deliver a high quality product
- Produced prototypes and redline specs to developers to ease implementation of designs
- Drafted and inputted into many design patterns over the years.
- Improved organisation of digital assets by utilising atomic design principles contribution to the development of our Design system 2.0

Product Designer @ Love Home Swap / May 2020 - May 2021

Love Home Swap is a platform that allows you to match with other people that want to go on holidays with a more personalised experience by swapping their home.

I was part of the Growth squad and the main project I worked on was the checkout experience. Taking a holistic approach, we wanted to improve not only the design but the coding as well. The main goal of the project was to create a delightful experience for the user by trying to make it easy and engaging at the same time.

By far, the biggest challenge for us was to try to strike a balance between a new user, someone that was totally new to the concept and wasn't sure about it, and a user that was familiar with the concept and wanted to try us out.

- Helped with the implementation and creative direction of the new branding
- Updated and create new components for our design system
- Competitor analysis to identify areas where our product could be improved
- Applied qualitative and quantitative research to improve our end-user experiences
- Lead design sessions with different team members and stakeholders to find a potential solution for a problem

Product Designer @ MPC Film / Jul 2018 - May 2020

While working for R&D, I was responsible for updating and creating new Production Tools to be used by all the company. The end goal was to optimise the workflow of every employee, from Senior Management to the Artist creating the VFX for the movies.

- Carry out moderated quantitative testing
- Analysed user feedback, concerns and pain points to influence future UX updates
- Translate concepts into wireframes and prototypes
- Resolved UX pain-points through testing, iteration and prioritising
- Help improve transparency, communication, planning, resource allocation, time tracking and teams management
- Effectively collaborate with other team members to achieve common goals
- Worked closely with the engineering team, to implement elegant experiences with complex functional specs