

Águilis Gomes

UI/UX Designer

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WORK EXPERIENCE

UI/UX Designer / GoGood

Florianopolis, SC, Brazil / Mar 2022 - Present

- Led and conducted user research initiatives involving the design of interactive healthcare and wellness websites, applications, and platforms, applying user-centred design (UCD) principles.
- Employed UX research methodologies, including user interviews, usability testing, data synthesis surveys, competitor analysis, and heuristics evaluation to uncover user needs and preferences.
- Ensured consistency throughout the design lifecycle by translating abstract ideas into tangible visuals, such as user interfaces, icons, and prototypes adapted for Web, Android, and iOS applications.
- Engaged in iterative refinement of design direction based on feedback and data analysis within Agile sprint cycles, delivering end-to-end design projects from conception to implementation.

Design Intern / TJDFT

Brasilia, DF, Brazil / Mar 2020 - Dec 2021

- Created engaging experiences to facilitate access to court of justice services, employing user-centred design principles to enhance user satisfaction.
- Executed graphic campaigns to enhance transparency of Justice and Laws, developing engaging social media content for platforms such as posts, stories, and reels.
- Provided visual information support for both internal and external websites, ensuring consistent branding and user-friendly design in compliance with relevant regulations.

PROJECT EXPERIENCE

UX&UI Designer / Federal University of Espirito Santo by UFES

Vitória, ES, Brazil / May - Oct 2021

- Facilitated cross-functional team collaborations to execute the roadmap from research and analysis to product following User-Centred Design (UCD) approach.
- Applied UX research methods such as benchmarking, qualitative and quantitative research, interviews and card sorting.
- Translated concepts into user flows, wireframes and prototypes to promote intuitive user experiences and improve accessibility, with a special focus on Brazilian sign language users.

EDUCATION

University of Brasilia

Brasilia, Dec 2021

Bachelor of Design

(Visual Programming)

- Dissertation in UX and UI Design, conducted a research project on the "Acropora" app, promoting volunteering by connecting users with activities using User-Centred Design (UCD) process.
- Researched and proposed "Beni - helping with literacy App" to address child literacy during the pandemic as part of a project management course.

International House London

London, May 2023

English Course C1

SKILLS

Soft Skills

Problem-solving, Creativity, Adaptability, Time Management

Design

UX Design, Accessible Design, Visual Design, Information Architecture, Interaction Design, UI Design, Design System, User Research, Agile methodologies

Tools

Figma, Sketch, Adobe XD, Miro, Atlassian, Optimal Workshop, InVision, GA4, Adobe Suite (Photoshop, Illustrator, Premiere Pro), HTML, CSS, JavaScript