



Diogo Belém

UX/UI Designer

www.diogoits.me

hey@diogoits.me

+351 910 605 859

Hi I'm UI/UX Designer who loves to create great experiences. Ever since I was a young boy I loved two things, art and math. I began with design, worked in various projects in financial services, media, retail and business management. After that I started to learn to code in the web. Now I speak design and code language ;)

Education

Flag

Professional Graphic Design- 2013 to 2014

Ismail

Technologies of Communication and Multimedia - 2010 to 2012

Skills

Native App Design

Web App Design

User Research

User Experience Design

User Interface Design

Interaction Design

Experience

ReadinessIT - UX Consultant - Current

- Discussion and draft proposals for main client.
Technologies and Tools: Paper, Sketch, Gitlab.
- Collaboration in building UX Framework with UX research team.
Technologies and Tools: Paper, Sketch, Gitlab, HTML, CSS, JS.
- Prototype building for UX Framework testing.
Technologies and Tools: Slack, Jira, Illustrator.

Hitachi Vantara - UX Designer - June to December 2017

- Analyze every feature and propose new solutions for UX
Technologies and Tools: Paper, Illustrator.
- Created new guidelines for main product of the company.
Technologies and Tools: Paper, Illustrator, Slack, Jira.
- Work with remote team of Product and UX to discuss new features and better UX.
Technologies and Tools: Slack, Jira, Illustrator.

Leme - Product Designer - 2015 to 2017

- Sketch, implementation every design of the Product
Technologies and Tools: Paper, Illustrator, Sketch app, Html/Css/Js, Git.
- Created the brand of the Product.
Technologies and Tools: Paper, Illustrator, Sketch app.



Diogo Belém

UX/UI Designer

- Created automatic email system logic and design.
Technologies and Tools: Paper, Sketch app, MJML Framework, Git.

- Worked closely with the Product Owner, helped planning every sprint and gave insight in possibility of implementation of features and ideas.
Technologies and Tools: Jira, Evernote.

- Managed tasks with development team, since design to code, helped give more accurate time estimates to stakeholders.
Technologies and Tools: Paper, Post-it, Jira, Slack.

- Monitored and researched user behavior within the app, and helped creating the onboarding logic for new users.
Technologies and Tools: Hotjar, Jaco, Evernote, Jira.

- Gave support to the users when had some trouble within the app.
Technologies and Tools: Intercom.

- Had daily meetings with Senior Developer and helped creating architectural solutions for the app.
Technologies and Tools: Paper, whiteboard.

Jupiter Dream - UI/UX Designer - 2015 to 2017

- Gave support to major client, Positiv Impact, with page optimization, analysis of performance of Landing Pages.

Technologies and Tools: Html/Css/Js, Unbounce.

- Created a report software (with a junior developer) for the Digital Marketing team (Positiv Impact), who gave in real time analysis of traffic and potential profits for every campaign of their clients.

Technologies and Tools: Paper, Sketch app, Html/Css/Js.

- Created the first logo of the client Positiv Impact.

Technologies and Tools: Paper, Illustrator.

ITSector - Graphic Designer and Product Designer - 2015

- Made UI Design of internet banking, mobile apps for major banks in the market, like Caixa Geral de Depósitos, Millenium BCP, Moza Bank, Banco Unico, Standard Bank.

Technologies and Tools: Paper, Illustrator.

- Worked closely with Senior Designer and stakeholders in making decisions on the product's features and interface design.

Technologies and Tools: Paper, Evernote.

- Created along with junior designer Front-office of a major bank of Portugal, also created the bridge between design, dev team and client.

Technologies and Tools: Paper, Illustrator, Skype.

- Helped creating prototype in iOS for a mobile banking app along with dev team.

Technologies and Tools: Illustrator, Xcode.



Diogo Belém

UX/UI Designer

ebankIT - Graphic Designer and Product Designer - 2014 to 2015

- Worked closely with Senior Product Designer in designing template products for major Banks.

Technologies and Tools: Illustrator, Omnigraffle.

- Created the first Apple Watch template product for the company.

Technologies and Tools: Paper, Illustrator, Omnigraffle.

- Redesigned a Personal Trainer (PTrainer) app and worked along with the client and dev team.

Technologies and Tools: Paper, Illustrator, Omnigraffle.

- Redesigned the user interface of major template product Social banking.

Technologies and Tools: Paper, Illustrator.

- Created flyers, business cards, catalogs of products for internal use.

Technologies and Tools: Illustrator, Indesign.