

I am a technical problem solver and strategic thinker. Excited about designing and evolving large scale platforms, especially SaaS.

I enjoy collaborating with strategical and tactical ideas to the product and the company's growth. I often build new processes and internal materials while working with other teams.

Tools I am familiar with: HTML, CSS, Javascript, JQuery, AngularJS, EmberJS, Gulp, NodeJS environment, and Adobe Suite(Photoshop, Illustrator, XD). Last but not least: pencil and paper.

## PROFESSIONAL EXPERIENCE

### ● SENIOR UX/UI DESIGNER

Semente Educação | Mar 2018 - current

Solo designer, responsible for UX, UI, HTML/CSS for production, information architecture, flowcharts, wireframes, prototyping, and user testing in two web apps: CoreSkills and Plataforma Semente.

I act from start to end in every demand, designing responsive and adaptable products.

### ● GRAPHIC DESIGNER SPECIALIST II

Affero Lab | Jan 2016 - Jan 2018

Responsible for UX, UI, HTML/CSS, information architecture, flowcharts, wireframes, prototyping and user testing.

Development of responsive and adaptable products.

Propagation and training of CSS/SCSS organization methods in other teams. Dissemination of best practices and state-of-the-art resources delivered a smoother, faster and more natural workflow for those involved.

Implantation of wireframing steps in sprints during the specification of new resources. Through this process, communication was clearer, allocation of effort more precise and developers felt greater confidence with their deliverables.

Product redesign supported through client interviews and feedback, resulting in a productivity increase of almost 50%.

# VICENTE SARMENTO

## PRODUCT DESIGNER

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### UX DESIGNER

Izzui | Jan 2012 - Dec 2015

Responsible for UX, UI, HTML / CSS, information architecture, flowcharts, wireframes, prototyping, user testing.

Creation of responsive and adaptive product and definition of gamification resources used in the platform (badges, points, ranking, comparison with friends and coupons).

Configuration of the gamification scores of the platform, in order to stimulate user engagement and interaction.

### DESIGNER (WEB AND GRAPHIC)

Affero | May 2010 - Dec 2011

Interface and frontend for education portal and commemorative hotspots.

Visual programming and assembly of online courses for several areas such as: Logistics, Environment, Workplace Safety, Health, Human Resources, Innovation and Telecommunications.

### COMPANIES I WORKED IN BEFORE 2010

Zona Internet, Fing'rs, Brazilian Cardiology Society, Jornal dos Sports Online

## EDUCATION

### POST-GRADUATE STUDIES IN STRATEGIC DESIGN

ESPM Rio | 2008 - 2010

### BACHELOR DEGREE IN INDUSTRIAL DESIGN

PUC Rio | 2002 - 2006

## DETAILS

### DATE OF BIRTH

Dec 5, 1983

### CITIZENSHIP

Brazilian and Portuguese

### MARITAL STATUS

Married

### LANGUAGES

English (fluent) | Italian (basic)

### TECHNOLOGIES

HTML

CSS/SCSS/LESS

Javascript/Jquery

AngularJS

NodeJS

Gulp

Git

Bootstrap

### TOOLS

Adobe XD

Adobe Photoshop

Adobe Illustrator

VS Code

Invision

Marvel

Axure

Paper and pencil

Post-its

### TECHNICAL SKILLS

Responsive design

App design

Usability testing

Prototyping

Site mapping

Wireframing

Competitive analysis

Photography

Illustration

### INTERPERSONAL SKILLS

Collaborative work

Client relationships

Coordination of junior staff

Analytical and problem resolution capacity

### METHODOLOGIES

Ágil

Scrum

Kanban