

FILIPPE ECKSCHMIDT

Product Designer, UX/UI Designer, Graphic Designer

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EXPERIENCES

Product Designer

Checklist Fácil

📅 2022 - Present

📍 Remote

- Creating user flows, wireframes and prototypes
- Usability testing, A/B testing, moderated usability testing
- Design system, project handoff

UX/UI Designer/Front-end Developer

Vertesis

📅 2021 - 2022

📍 Remote

- Designed and built 60+ wireframes and prototypes for critical cause and effect analysis for Latam's largest energy, oil and gas company. Consolidating multiple inputs and controls through easy, intuitive and adaptable interface
- Workflow included HTML/CSS, Bootstrap programming and QT Designer in high fidelity prototypes.

Product Designer

W16 Software House

📅 2019 - 2021

📍 Florianópolis/SC

- Responsible for scope of project definition for more than 10+ clients
- Led the UX/UI design process, guiding a team of 5 front-end developers to assure the quality of the final product
- Supervised marketing and digital media creation for W16 Software House

UX/UI Designer

Delinea - Educational Technology

📅 2018 - 2019

📍 Florianópolis/SC

- Introduced and established the UX/UI design methodology for the entire platform
- Defined all UX data points to be analyzed (target audience, personas, empathy maps, user journeys, wireframes and more)
- Created the platform style guide and building a library of design patterns

ABOUT ME

Product Designer creating inclusive experiences through research and empathy.

Languages

🇧🇷 Portuguese

🇺🇸 English

🇩🇪 German

Skills

Design

UX Research, UI Prototype, Agile Development, Usability testing, Journey mapping, branding, and more

Software

Adobe CC (PS, AI, XD) Figma, HTML, CSS, Bootstrap, Webflow, QT Designer, VS Code, Jira, Zeplin, and more

EDUCATION

Design

UFSC

📅 2015 -20219

→ Bachelor of Design

→ Branding, Web Design, UX/UI Design, Graphic Design

Webflow masterclass

Flux Academy

📅 2021

→ Full web development process

Bootstrap 5

Udemy

📅 2022

→ Mobile first projects, from absolute zero to completion