

WORK EXPERIENCE

Invited Assistant Professor | Sep 2025 – Mar 2026

Polytechnic Institute of Setubal

- Taught Introduction to Object-Oriented Programming to CTeSP students as part of Deloitte's Brightside programme, making technical concepts accessible
- Planned and delivered lessons, developing materials and assessments tailored to students with varied technical backgrounds

Multimedia Designer – Freelance | Dec 2023 – Jun 2025

Naturelago Unip. Lda

- Managed and optimised 4 company websites, resolving design and performance issues and improving overall quality
- Consolidated 3 separate digital platforms (main website, store, and client portal) into a unified WordPress solution, simplifying navigation and reducing content management overhead
- Designed landing pages using Canva, enhancing marketing campaigns and improving user engagement
- Built and managed MailerLite email marketing lists, handling data extraction and audience segmentation for targeted campaigns
- Produced video course content in Adobe Premiere Pro that received extremely positive user feedback

Flutter Developer – Curricular Internship | May 2024 – Jun 2024

Softowner, Unipessoal Lda

- Designed and developed a Flutter mobile app for Agrupamento de Escolas de Vila Pouca de Aguiar to digitise internal administrative processes, reducing bureaucratic friction
- Led UX design in Figma from low-fidelity wireframes to a high-fidelity prototype, maintaining visual and functional consistency with the existing desktop platform

EDUCATION

MSc in Interaction Design | 2024 – on going

University of Lisbon, FAUL

Relevant Coursework: Interaction Project, Usability and UX, Cognitive Ergonomics, Interfaces, Emotional Design, Design Research Methodologies, Digital Games, Data Visualization, Neurosciences Applied to Design, Sensory Information Processing

BSc in Multimedia | 2021 – 2024

Polytechnic Institute of Braganca, EsACT

Relevant Coursework: Communication Design, Audiovisual, Software Engineering, Introduction to Programming, Object-Oriented Programming, Multimedia Systems, Database Systems, Web Development, Interface Design, Interaction Technologies

BSc in Languages for International Relations | 2018 – 2021

Polytechnic Institute of Braganca, ESE

SKILLS

UX/UI Design & Research: Figma, Adobe XD, SuperLab 6, Usability Testing (SUS), TAM3, Kansei Engineering, Design Systems

Programming & Web Development: HTML, CSS, PHP, SQL, Python, C#, Flutter, Unity 3D, WordPress, Mobirise

Graphic Design: Adobe Illustrator, InDesign, Canva

Audiovisual: Adobe Premiere Pro, Sony Vegas, Pro Tools, After Effects, Lightroom

Animation / 3D Modelling: Blender, Adobe Animate, Dragon frame

Languages: Portuguese (Native), English (C1), Spanish (B2), French (B1)

ACADEMIC PROJECTS

Thesis: Temporal Manipulation and Interaction Design | Feb 2026 – on going

University of Lisbon, FAUL

- Designing, developing and evaluating a multisensory VR prototype that combines counterfactual narrative, temporal manipulation, and dual-consequence choices to promote critical reflection on sustainability trade-offs
- Conducting a mixed-methods evaluation with users using the Game Experience Questionnaire (GEQ) for quantitative evidence on presence and immersion, and semi-structured interviews to explore how participants reason about causality and sustainability after the experience
- Extracting design principles for VR experiences oriented toward critical reflection, covering spatial audio, haptic feedback, user agency, and narrative structure

ACADEMIC PROJECTS

“CP Para Todos” - Inclusive Navigation for Blind Users | Feb 2025 – May 2025 **University of Lisbon, FAUL**

- Redesigned the CP – Comboios de Portugal mobile ticketing app for blind users, building two audio-only prototypes with contrasting communication styles: machine-like and humanised discourse
- Ran an A/B test with 10 participants under simulated blindness conditions (Wizard of Oz method), comparing the two interface versions; measured emotional responses with the Geneva Emotion Wheel and performed statistical analysis with the Wilcoxon test
- Found humanised discourse generated greater emotional comfort and trust, while machine discourse was perceived as more efficient but impersonal, with direct implications for accessible and emotionally-aware product design

“tásAver” - Gamified Cultural Heritage App | Set 2025 – Dec 2025 **University of Lisbon, FAUL**

- Designed and iterated a gamified mobile app promoting tourism and cultural heritage through emotional interaction — covering market research, proto-personas, low and high-fidelity prototypes in Figma, and a full redesign based on mid-point evaluation feedback
- Evaluated the redesigned prototype with 10 participants using 4 complementary methods: Think Aloud, Functional Understanding Test, SUS (mean score 83.75 - excellent), and the Geneva Emotion Wheel, identifying usability friction points and confirming strong emotional engagement (interest n=9, enjoyment n=5)

Technology Acceptance of Modular Smartphones | Sep 2024 – Dec 2024 **University of Lisbon, FAUL**

- Applied the TAM3 (Technology Acceptance Model 3) to analyse adoption barriers and opportunities for modular smartphones, collecting data from 132 participants via an online questionnaire supported by a product video
- Performed demographic segmentation and compared TAM3 constructs across groups using radar chart analysis

Speed Bumps & Signage - Cognitive Simulation Study | Sep 2024 – Dec 2024 **University of Lisbon, FAUL**

- Designed and built a custom road simulation environment in Minecraft to test driver reaction times across 4 controlled experimental conditions (bump type x signage)
- Conducted sessions with 30 participants and performed quantitative analysis - black bumps with 'Keep Slow' signage reduced reaction times by an average of 33.08% in 86.67% of participants

HONORS AND AWARDS

Merit Scholarship (DGES) , Directorate-General for Higher Education	2023/2024
Academic Merit Award - Top Student in the Multimedia BCs , Polytechnic Institute of Bragança	2023/2024

CERTIFICATIONS

Python for beginners, HTML, CSS, SQL PHP, JAVA , Sololearn	2022 - 2025
Digital Transformation , Instituto Superior Técnico	2022
SQL - SoloLearn & Database Design with SQL Server Management Studio , Coursera	2022
UML - Software modelling from start to finish , Udemy	2021 - 2022
Micro Expressions, Subtle Expressions , Paul Ekman Group	2021 - 2022

EXTRA-CURRICULAR ACTIVITIES

Federated Chess Player , CA Téssera	2023 - ongoing
Sufism In Action For Youth Works, JOB TREK - The next generation , Erasmus+ Youth in Action Program	2019, 2021
Delegate of Rwanda, Liechtenstein, New Zealand , Model United Nations	2016, 2017, 2019