



# CLARISSA RODRIGUES

SR. DIGITAL PRODUCT DESIGNER

## BIO

Altogether I've 11 years of work experience. Interested in the outcomes the intersection of several areas creates. My life allowed me to get to know adaptability, different perspectives and professional growth. Interactive storyteller and emotional designer by nature.

## PERSONAL DETAILS

Cell: +351936871332  
E-mail: clarissa.rodrigues@sapo.pt  
Skype & twitter: @floragreste  
[Linkedin profile](#)  
Nationalities: PT  
Languages: EN, PT & ES  
Work samples: [2023-4](#) • [2018](#) • [2017](#)  
[Other projects](#)  
Address: Portugal

## SKILLS

**Adobe CC:** AEM, PS, AI, AE & ID  
**Wireframing:** XD, Sketch, Figma  
**Prototyping:** Principle, Flinto, InVision  
**Hand-off and/or version control:** Zeplin, Git, Abstract  
**Management:** Asana, Slack, Confluence, JIRA  
**IDE:** NetBeans (basic), Visual Studio Code  
**Other:** UX Strategy, HTML5, CSS3, Proce55ing, Javascript, UX copywriting, SCRUM

## RECENT TRAINING

- Feb 2024: Figma UI/UI Design: Web and App Design with Projects (ongoing)
- Jun 2022: UX Certification by NN/g [Credential ID 1057520](#)

## WORK EXPERIENCE 1/2

### Sr. Digital Product Designer

DEEL (US), JUL 2022 TO PRESENT

- Design several B2B core payroll complex features E2E alongside engineering, product & ops using SCRUM
- Explore flexible interaction patterns to accommodate the daily tasks of the internal users
- Conduct user research applying different techniques, such as USMs and naturalistic observations

### Sr. Digital Product Designer

CRITICAL TECHWORKS (PT), DEC 2018 TO JUN 2022

- Coach a 3-people design team to support stakeholders across US, PT and DE
- Participate in ideation workshops
- Prepare and conduct a 5-user usability test in DE, among other usability testing sessions
- Design several B2C electric mobility features E2E for both iOS & Android, alongside engineering & product using SCRUM

### Digital Product Designer

UNIVERSITY OF AVEIRO (PT), DEC 2017 TO DEC 2018

- Apply user research techniques
- Conduct several usability tests
- Launch a beta design system for the informatics department
- Launch the course accreditation desktop application for internal employees
- Translate the WCAG 2.0 & 2.1 levels A & AA guidelines with examples for 15+ developers



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## EDUCATION

### University of Minho, PT

MA IN TECHNOLOGY & DIGITAL ART, 2010-3

- Usability evaluation + HCI technologies + motion design + infovis

### University of Extremadura, ES

BA IN AUDIOVISUAL COMM, ERASMUS 2009

- Storytelling + media ethics + nonverbal communication

### University of Aveiro, PT

BA IN NEW TECHNOLOGIES OF COMM, 2006-9

- Graphic & web design + cognitive ergonomics

## WORK EXPERIENCE 2/2

### Motion Graphics Designer

WESTERN UNION (LT), NOV 2016 TO NOV 2017

- Storyboarding & scriptwriting
- UX/UI & motion graphics for eLearning courses (Articulate storyline 360 & Rise 360)
- Support stakeholders across Europe and US

### Instructional Designer

WESTERN UNION (LT), FEB 2015 TO OCT 2016

- Mentor 2 newcomers
- UX/UI for eLearning courses
- Graphic design for print
- Support stakeholders across Europe and US

### Web Designer

WESTERN UNION (LT), JUL 2014 TO FEB 2015

- Design landing pages working with visuals intended for print campaigns, by "translating" and optimizing them for the web (HTML and CSS)
- Identify, report and solve assigned content defects

### Digital Media Designer

INFEIRA (PT), DEC 2013 TO JUN 2014

- Website design & implementation w./Wordpress for small cork companies
- Video editing and capture
- Graphic design for print and digital media

### Non-formal instructor & Multimedia Designer

ABJC (LV), FEB 2013 TO NOV 2013

- Artistic projects within the local community
- Creative workshops for children/youth, and EN/ PT discussion clubs