



SUGANO AKIRA

UX · UI · 3D · GRAPHIC
D E S I G N E R

ABOUT ME

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Graphic Designer - Federal University of Paraná

Generalist designer since 2010 and specialized in UI/UX and digital products.



SKILLS

High adaptability, fast learner.
Great at mastering new skills, methodologies and tools.

- Solid knowledge in usability, information architecture, and interaction design
- Experience conducting research with users, raising archetypes, developing insights, user journeys, affinity maps, etc.
- Analytical capacity of client/user objectives and needs to conceptualize and transform them into final designs with simple, elegant, and meaningful experiences for users
- Provide outputs including prototypes, proof of concept documents, schematics, user flows and scenarios, and use cases
- Ability to track and monitor development progress and quality of experience
- Ability to manage and maintain UX/UI best practices
- Play an informative and collaborative role in brainstorming sessions with stakeholders and teams
- Document user scenarios, people and create functional specifications
- Experience working in multidisciplinary teams with great ability to adapt to the needs of each project
- Decisive and independent in my tasks but can work as a team with ease.

LANGUAGES

PORTUGUESE

(NATIVE)

ENGLISH

(FLUENT - EXPERIENCE WORKING WITH GLOBAL TEAMS, DAILY MEETINGS IN ENGLISH)

JAPANESE

(BASIC, AND I READ HIRAGANA AND KATAKANA)

GRADUATION

UFPR - Universidade Federal do Paraná
Bachelor Graphic Designer
2006-2010

COURSES

Senac
Web Designer
2007-2008

Centro Europeu
3D
2010 - 2010

Google
Profissional Google
UX Design
2022 - 2022

PMC UI/UX INTENSIVE
Advanced UI Figma Prototype
2022 - 2022

Udemy
UX Design - All about user
experience
2023

AGILE METHODOLOGIES

- Squads
- scrum
- kanban



nunoakira



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DESIGN TOOLS

- Adobe
- Figma
- Wix
- Canva
- 3D max
- Miro
- CorelDraw
- Proficient user of MS Office

PROFESSIONAL HISTORY

Yara Internacional Apr 2022 - UX UI Designer

Activities: - Ayra Project in Farming Solutions that has a global mandate to drive the transformation of Yara's core crop nutrition business, developing both existing and new solutions including premium products, digital business, food value chain collaboration and climate-neutral solutions.

Development of prototypes for web and mobile interfaces. (dashboards, apps, e-commerce, landing pages...) - Briefing/Validation/Feedback meetings to understand and analyze in depth each step of the flows; - Low and high fidelity prototyping to discovery and validate hypotheses; - Development of navigation flows and usability testing; - Creation of a navigable prototype developed in figma for product demonstration and validation; - Documentation of the project developed with components and visual styles guide; - Follow up with Devs to ensure visual fidelity between prototype and implementing product

FDTE - Foundation for the Technological Development of Engineering APR 2022 (current) UX UI Designer

Activities: - Development of visual identity, prototypes for web and mobile interfaces. (dashboards, apps, e-commerce, landing pages...) - Briefing/Validation/Feedback meetings to understand and analyze in depth each step of the flows; - Low and high fidelity prototyping to discovery and validate hypotheses; - Development of navigation flows and usability testing; - Creation of a navigable prototype developed in figma for product demonstration and validation; - Documentation of the project developed with components and visual styles guide; - Follow up with Devs to ensure visual fidelity between prototype and implementing product

101 MKT - 2019 / 2021

Position: Design Lead / Art Director / UI and UX Designer / 3D artist / Film maker

Layout of websites and hotspots for several clients: Key Visual for apps, design system; Retail campaigns; Coordination of design team; Branding; Product Design; Design 3D (animation, modeling, texture).

Club Athletico Paranaense - 2019 / 2020

Position: Senior Designer

Role: UX and UI design, prototype and user test for streaming platform of the team; Key Visual for apps, websites and retail campaigns; Branding; Product Design; Design 3D (animation, modeling, texture effects, lightning effects). Visual planning for events at the stadium;

