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ABOUT ME

My passion for design has always been driven by a focus on usability and continuously improving the user experience, always aiming to reduce costs and increase system effectiveness.

I have extensive experience in creating and maintaining design systems, ensuring visual consistency and scalability while facilitating collaboration between development teams.

I believe that the key to successful solutions lies in transforming complex data into simple and efficient experiences that solve real user problems.



Talk to me

NUNO AKIRA SUGANO

SR PRODUCT DESIGNER
UX / UI SPECIALIST

PROFESSIONAL SUMMARY

I am a UX/UI designer with over 10 years of experience creating intuitive interfaces and immersive experiences. My focus is on usability and improving the user experience, reducing costs, and increasing system effectiveness. I have extensive experience in creating and maintaining design systems, ensuring visual consistency, scalability, and efficiency in development. I am skilled in structuring well-documented component libraries, facilitating collaboration between teams, and accelerating the delivery of digital products.

LANGUAGES

PORTUGUESE

(NATIVE)



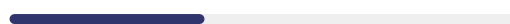
ENGLISH

(FLUENT - EXPERIENCE WORKING WITH GLOBAL TEAMS)



JAPANESE

(BASIC, AND I READ AND WRITE HIRAGANA AND KATAKANA)



SKILLS

Skills

- UX/UI: Research, wireframing, prototyping, design systems
 - Tools: Figma, Adobe XD, Miro, Notion
 - Design Systems: Creating and documenting component libraries
 - Usability: Continuous improvement of user experience
- Leadership: Team management, mentorship, and task delegation

PROFESSIONAL HISTORY

Printer do Brasil (2023 - Present)

Position: Senior Product Designer

- Lead the creation of a suite of applications focused on public management.
- Responsible for supervising and mentoring junior designers, ensuring the delivery of high-quality projects.
- Creation and management of the company's design system, ensuring visual consistency and usability.
- Focus on improving the user experience, increasing system effectiveness, and reducing development costs.

Yara Internacional & FDTE (2022)

Position: UX/UI Designer

- Developed prototypes for web and mobile interfaces (dashboards, apps, e-commerce, landing pages, etc.).
- Participated in briefing, validation, and feedback meetings to analyze each step of the flows in depth.
- Low and high-fidelity prototyping for hypothesis validation.
- Developed navigation flows and conducted usability testing.
- Created navigable prototypes in Figma for product demonstration and validation.
- Documented projects with component guides and visual styles.
- Followed up with developers to ensure visual fidelity between prototypes and implemented products.

101 MKT (2019 - 2021)

Position: Design Lead / Art Director / UI and UX Designer / 3D Artist / Filmmaker

- Designed websites and hotspots for various clients.
- Created Key Visuals for apps, design systems, and retail campaigns.
- Led and coordinated the design team.
- Branding, Product Design, and 3D Design (animation, modeling, texturing).

Club Athletico Paranaense (2019 - 2020)

Position: Senior Designer

- UX/UI design and prototyping for the team's streaming platform.
- Created Key Visuals for apps, websites, and retail campaigns.
- Branding and Product Design.
- 3D Design (animation, modeling, texturing, and lighting effects).
- Visual planning for events at the stadium.

Positivo Informática (2018 - 2019)

Position: UX/UI Designer

- Created Key Visuals for apps, websites, and campaigns.
- Branding, Product Design, and 3D Design (animation, modeling, texturing, and lighting effects).

Personal Graff (2015 - 2019)

Position: Graphic Designer / UX/UI Designer

- Created graphic material for merchandising, Key Visuals for apps, websites, and campaigns.
- UX Design (web and apps) and Branding.
- Designed printed material and clothing, monitoring production.

RTM Marketing (2011 - 2015)

Position: Creative Analyst

- Graphic and product design, branding, and creation of key visuals for campaigns.

Developed materials for major brands including Coca-Cola, Heineken, Ferrero, Tigre, Positivo Informática, Hafil, Paviloché, among others.

EDUCATION

UFPR - Federal University of Paraná
Bachelor in Design
2006 - 2010

EDUCATION

Google Professional (2022)
UX Design

PMC UI/UX Intensive (2022)
Advanced UI Figma Prototyping

Udemy (2023)
UX Design – All About User Experience

Alura (2024)
Artificial Intelligence and UX – Optimize the Building of a Digital Product

Alura (2024)
Design System – Defining Styles and Tokens

Alura (2024)
Design System – Documenting a Design System

Alura (2024)
Emotional Intelligence Course – Enhance Your Leadership Potential

Alura (2024)
Leadership – Learning About the Mission and Purpose of Leading People

Alura (2024)
Strategic Communication in Leadership – How to Engage and Influence People

Alura (2024)
Task Delegation – Get the Best Out of Your Team

CHECK MY WORK

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Point your camera