

SUGANO AKIRA

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

ABOUT ME

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



nunoakira



@nunoakira

COURSES

Senac **Web Designer** 2007-208

Centro Europeu 3D 2010 - 2010

Google Profissional Google UX Design 2022 - 2022

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

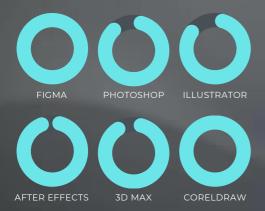
Udemy
UX Design - All about user
experience
2023

AGILE METHODOLOGIES



- Squads
- scrum
- kanban

DESIGN TOOLS



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

- Photoshop
- Illustrator
- After effects
- Animate

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 commerces, 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-commerces, 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 hotsites 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;

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Positivo Informática - 2018 / 2019

Role: UX/UI designer

Key Visual for apps, websites and campaigns; (web and apps); Branding; Product Design; Design 3D (animation, modeling, texture effects, lightning effects).

Personal Graff - 2015 / 2019

Role: Graphic material for merchandising; Key Visual for apps, websites and campaigns; UX design (web and apps); Branding; Layout for printed material, clothing; Monitoring of production; Product Design:

RTM Marketing - 2011 / 2015

Position: Creative Analyst

Role: Graphic and product design, branding, key visual of campaigns, monitoring of production and execution, websites. Development of material for major brands: Coca-Cola, Heineken, Ferrero, Tigre, Positivo Informática, Hafil, Paviloche, among others.

Freelancer / 2010-2011

Role: UX/UI designer

Branding, key visual of campaigns.

Oc Promo / 2008-2009

Role: Branding, key visual of campaigns.

CHECK MY WORK

PORTFÓLIO nunoakira.com.br



