

Ygor Dutra

Product Designer | UX/UI |
Design Systems | Design Ops

📍 Curitiba, Brasil
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Languages

Portuguese: Native
English: C1 (Advanced –
professional working proficiency)

Tools & Skills

- Figma, Jira, Miro, Adobe Creative Suite, Notion
- Skills: Design Systems, Prototyping, User Research, Usability Testing, Design Ops
- FairyGUI (game UI middleware for Unity/Cocos2d)
- Working knowledge of HTML, CSS, Java, and PHP
- Digital Illustration, Branding, Social Media

Education

**Universidade Positivo –
Postgraduate Degree**

User-Centered Design – Interaction Design (2019 - 2021).

**Universidade Positivo –
Bachelor's Degree**

Design – Visual Design (2012 - 2017).

☆ WORK EXPERIENCE

TIVIT- Energisa (Dec 2024 – present)

UX/UI Product Designer

- Created interfaces, wireframes, storyboards, user flows, and high-fidelity prototypes
- Maintained and evolved the Design System, aligned with brand standards and business rules
- Collaborated directly with product and engineering teams to ensure consistency and feasibility

Runtalent – BR Partners (investment bank)

(Apr 2024 - Dec 2024)

UX/UI Product Designer

- Designed interfaces, prototypes, and user flows for financial market solutions
- Conducted user research, usability testing, and data analysis to support design decisions
- Worked in a regulated environment with a focus on data clarity and security

UDS Tecnologia – K8 (fintech) (May, 2023 - Apr 2024)

UX/UI Product Designer

- Designed interfaces, flows, and prototypes for digital financial products
- Led user research and usability testing
- Managed team leadership, backlog updates, and strategy alignment

CI&T (Jun, 2022 – May, 2023)

UX/UI Product Designer

- Facilitated workshops, discovery sessions, and consolidated materials and presentations
- Created design stories in Jira, evolved Design Systems, and contributed to componentization
- Developed high-fidelity prototypes and digital illustrations

Opala Studios (Aug, 2021 – Jun, 2022)

UX/UI Product Designer

- Designed and implemented UI for mobile games, including a rhythm game that surpassed 5M downloads (Infinite Tiles), building interfaces in Figma and shipping them using FairyGUI, a UI middleware integrated with Unity/Cocos2d engines
- Built reusable UI components and maintained visual consistency across screens, with focus on real-time player feedback such as combo animations and rhythm-reactive visual states

Earlier experience: Action Labs – Innovation and PoC Lab (2020-2021), Agência Cupola (2018-2020), BG COM (2017)

UX/UI and Visual Design roles

