

Mayra Gabriela Lino Vendramim

mayravendramim.com

My name is Mayra and I'm a 23 years old designer. In the last few years I've been designing digital products for start-ups and big companies, acting in many stages of the development of projects for iOS, Android and web.

I hold a degree in Graphic design and during college I also studied Interaction Design and Game Development in the US with a scholarship program.

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PROFESSIONAL

UX/UI Designer

<http://www.helabs.com/> (October 2015 - Current)

- Development of digital products for startups and big companies, acting since the discovery phase, sketching wireframes, researching personas and defining user flows, till the conception of high fidelity mockups and prototypes.
- Participation in scrum meetings with stakeholders and developers.
- Application of remote usability tests, user research and analysis of the data obtained in these researchs.

User Interface Designer

<http://www.agivis.com.br/> (November 2014 - August 2015)

- Conception of user interfaces for mobile apps, using the iOS and material design guidelines.
- Conception of user interfaces for web apps.
- Participation in scrum meetings with stakeholders and developers.
- Development of static pages and email templates with HTML and CSS.

Content Assistant

<http://www.gruponzn.com.br/> (October 2010 - February 2013)

- General maintenance of the websites Baixaki and Tecmundo and community management.

ACADEMICS

SCAD - The University for Creative Careers

Savannah, GA - US

- **Visiting Student** - Interactive Design and Game Development Department (September 2014 - November 2014)

State University of New York at New Paltz

New Paltz, NY - US

- **Visiting Studing** - Graphic Design Department (January 2014 - August 2014)
- **ESL** - English as a second language (August 2013 - December 2013)

UTFPR

Curitiba, PR

- **Graphic Design** (August 2010 - December 2015)

SKILLS

- Wireframing and prototyping
- Scripting and application of remote and traditional usability tests
- Creation of high fidelity mockups
- Creation of visual design guidelines
- Interpretation of the iOS and Material Design Guidelines
- Experience prototyping and developing static web pages with CSS3 and HTML5
- Experience in agile environments with Scrum and XP methodologies

TOOLS

- Sketch App
- Invision / Marvel / Pixate
- Adobe Creative Suite
- Axure
- Balsamiq
- HTML 5 / CSS 3 / SCSS