

Milena Monteiro

UX DESIGNER

As a naturally curious individual, I'm driven by a passion for solving complex problems, always keeping one eye on the user and the other on the business.


I actively contribute to the research and design process from discovery to implementation, shaping product strategy and influencing business objectives. I pay close attention to the details without losing sight of the big picture.

Collaborating with PMs, developers, and stakeholders is something I truly enjoy, and I'm always willing to go the extra mile to ensure we achieve our goals together.

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 Lisbon - PT
(open to relocation)

LANGUAGES

English, *fluent*

Portuguese, *native*

Spanish, *intermediate*

Danish, *beginner*

INTERESTS

Tennis

Capoeira

Dancing Forró/Salsa

Cajon Playing

Board Games

Yoga and Meditation

EXPERIENCE

UX Designer and Consultant *(Jan 2021 - now)* Self-Employed (Remote to the world)

I have worked with various types of companies, primarily early-stage B2C startups, transforming ideas into development-ready prototypes. I have also helped teams adopt user-centered design practices, leading to reduced costs in the medium and long term.

- I worked with diverse teams and stakeholders across companies with varying cultures and practices, learning to navigate their unique approaches while introducing my contributions harmoniously and respectfully.
- Lead end-to-end projects, from ideation to implementation while collaborating with developers to ensure feasibility and successful execution of the envisioned outcomes.
- Improved usability of a car-sharing application by 87% after enhancing the client's product through user research, identifying design issues, defining requirements, executing a redesign, and conducting user testing.
- Identified critical flaws in the main flow when developing a decentralized app and implementing tailored interaction and experience strategies. This included defining user profiles, developing user flows, wireframing, building interactive prototypes, and conducting user testing.
- Used clients' design systems to create functional prototypes of new pages and features, as well as creating initial design systems for new startups to begin their libraries.

Interaction Design Researcher *(Aug 2019 - Dec 2020)* ergoUX (Lisbon, Portugal)

I developed research in Interaction Design, Ergonomics, and User Experience and participated in various UX Research commissioned by key companies in Portugal.

- Published two papers presented at HCI International 2022 and 2023 based on Interaction Design research. This work included the data-driven development of an interactive web documentary aimed at fostering empathy for immigrants.
- Decided on methods of research based on the projects phase/goals and conducted quantitative and qualitative tests, managing logistics of researches, writing plans and guides, scheduling sessions and recruiting participants.
- Analyzed and translated data into actionable insights, then presented the findings to the client's team, enabling them to make informed, data-driven decisions.

Graphic Designer *(Feb 2018 - Dec 2018)* Artplan (São Paulo, Brazil)

I worked on the design team of this marketing company producing visual communications for clients' marketing events throughout different platforms.

- Designed graphic materials for both print and digital platforms.
- Collaborated with the team to create graphic designs for sponsored events, festivals, and stands.

EDUCATION

Master's: Interaction Design - UX *(2019 - 2021)* Universidade de Lisboa

Course: HTML, CSS, JavaScript *(2022)* SheCodes

Bachelor's: Industrial Design *(2014 - 2018)* Pontifícia Universidade Católica do Rio de Janeiro

SKILLS

- Interaction Design
- UX Research
- UI Design
- Design Systems
- Design Sprints

TOOLS

- Figma
- Adobe C. Suit
- Miro
- Maze
- Typeform
- Storybook