



Matilde Daniela dos Santos Ferreira

[Portfolio](#)[LinkedIn](#)[YouTube](#)[Behance](#)

I'm a young UI/UX Designer, with a focus on a human-centered approach.

I am interested in creating products that balance user needs with the client's goals through iterative design processes, involving prototyping, testing, and iteration cycles, to ensure the final product is functional, intuitive and accessible.

Personal Info

📍 Porto, Portugal

✉ matilde.daniela@hotmail.com

📅 11 Feb. 1999

🚗 Driver's License B

Languages

Portuguese Native

English Fluent

Skills

User Research

Interviews, Questionnaires & Data Analysis.

Product Definition

User Personas, Scenarios & Requirements.

Design and Prototyping

Information Architecture, Wireflows, Low and High Fidelity Prototyping, Responsive & Accessible Design.

Testing and Iteration

Usability Testing & Iteration Cycles.

Documentation and Handoff

Prototype Specification & Collaboration with Developers during Implementation.

Design Tools

Figma Advanced

Adobe Illustrator Intermediate

Adobe InDesign Intermediate

Adobe Photoshop Intermediate

Adobe Premiere Pro Beginner

Blender Beginner

Technologies

HTML & CSS Advanced

JavaScript Intermediate

PHP & WordPress Beginner

Professional Experience

Nov. 2023

Dec. 2024

Freelance Designer

APPDA Norte | Website & Visual Identity Design

4Humanz

BULL & STEIN | Website & Online Store Re-Design

4Humanz

Populations | Board Game Design for i3S

4Humanz

Anglophone Travellers in Portugal | Website Design

CETAPS — Centre for English, Translation, and Anglo-Portuguese Studies

Sep. 2022

July 2023

Research Scholarship

2SMART | Website, Book & Exhibitions' Communication Design

i2ADS — Institute of Research in Art, Design and Society

Education

Sep. 2022

July 2024

Multimedia | Master's Degree

Faculty of Engineering, University of Porto

Classification: 19/20

Dissertation: Designing for Adaptivity: Challenges and Guidelines for

Adaptive User Interface Design | Grade: 19/20

Oct. 2021

June 2022

Interaction Design, Web and Games | Specialization

Faculty of Fine Arts, University of Porto

Classification: 19/20

Project Highlight: Anathema (Partnership with FhP-AICOS)

Sep. 2017

July 2021

Communication Design | Bachelor's Degree

Faculty of Fine Arts, University of Porto

Classification: 16/20

Internship: Mint Insight (LGP, Faculty of Engineering, University of Porto)

Extracurricular: UP]arte (Student's Association Magazine)