

RENATO BONADIO

São Paulo, Brazil / +55 11 98483.3474 / renato@bonadio.com.br / renato.bonadio.com.br - portfolio

OBJECTIVE

UX/UI Designer

SUMMARY

10 years experience in UX/UI + 10 years in Web Design. Bachelor of Industrial Design. Creation of desktop and mobile interfaces, products and services focused on user needs. Usability, HTML5, CSS3, Bootstrap, Wordpress, Agile, SEO, Material Design guidelines and Motion Design.

EXPERIENCE

UX/UI Designer - Capco (11.2020 - Current)

- UX and UI consultant in PJ product development for large national bank;
- Acting in the innovation laboratory in graphic design, marketing and motion graphics activities;
- Volunteer in the creation of an application interface for recyclable material collectors for the São Paulo State Government and in the creation of an application interface for South African honey collectors.

UX/UI Designer - ITST (11,2017 - 10,2020)

- Requirements survey, visual identity, wireframes, visual design, mockups, UI kit, design system and navigable prototypes for SaaS application used for document approval via the SAP system;
- Creation of a mobile and web interface for a medical application to measure the area of papules in prick tests using artificial intelligence;
- Chatbot interface creation for first and second level technical support services using machine learning. lean design and design thinking techniques.

Notable clients, including Alpargatas, UOL, C&A, LDC, Sodecia and Formitex Group.

UX/UI Designer - UpLog (06,2013 - 05,2017)

- Creation of wireframes, mockups, prototypes and motion design to test solutions and communicate ideas;
- Responsible for the navigation experience in all the company's platforms;
- Acting in partnership with product, technology and marketing teams in the design, monitoring and delivery of projects;
- Conduct usability testing, creation of personas and definition of user flows.

UX/UI Designer - Mazzatech (10,2010 - 06,2013)

- Identification and solution of usability problems through generation of hypotheses and tests;
- Research, interviews and execution of all stages of design, from concept to production HTML+CSS.

Accomplishments: Creation of online software interfaces for monitoring and mapping slums and irregular occupations for the Housing Department of the City of São Paulo.

UX/UI Designer - Triad Systems (02,2010 a 10,2010)

- Production of sketches, navigable wireframes, mockups, storyboards, information architecture plans and prototypes to collect feedback, improve and support the design process;
- User surveys and usability tests.

Achievements: Research, conceptualization, design of software interfaces for VIVO.

UI Designer - TerraForum/Globant (07,2008 - 02,2010)

- Information architecture, UI design and customization of CMS;
- Creation of infographics and graphic pieces to support internal and external clients.

Accomplishments: Creation, development of websites, interface for software and intranet. Notable clients, including Johnson's, Sebrae, Fleury Institute, HSBC, Citibank, CPFL, Suzano, INPE, VIVO and Vale.

Art Director - BVTI (02,2006 - 06,2008)

- Creation of concept pieces for online marketing campaigns, websites, hotsites and system interfaces.

Achievements: Creation of campaigns that have hit record conversions. Notable clients, including Pão de Açúcar Group, Oi, DASA, Suzano, El País, Matos Grey, Medial, Schincariol and Estadão.

Web Designer - Cellneti (08,2003 - 08,2005) | **Web Designer** - E-Consulting Corp. (01,2003 - 08,2003)

Web Designer - Casa Brasil (01,2000 - 01,2003) | **Graphic Designer** - Creative Agency (02,1999 - 11,1999)

EDUCATION

Bachelor's Degree in Industrial Design

Birigui College of Technology

Conclusion: 1998

LANGUAGE

Intermediary English

Native Portuguese

TOOLS

- Photoshop - Illustrator - InDesign (Advanced)
- Adobe XD - Balsamiq (Advanced) / Axure - InVision - Figma (Intermediary)
- Premiere - After Effects - Lottie (Advanced)

ACTIVITIES

- Mentor at Startup Weekend to Improve Lives - Paraisópolis Slum-SP
- International Forum of Digital Design and Technology - 8h
- Motion Graphics Course (After Effects) - 32h

Side project - Jamorei - www.jamorei.com

Collaborative platform for research and evaluation of real estate, condos, neighborhoods, cities and countries made by residents and former residents. Idealization, UX, UI, HTML and CSS.