



UI/UX DESIGNER

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ABOUT ME

I'm Rita, a UI/UX Designer from Portugal. I believe good design is about the details and the process of listening, testing and refining. I'm curious by nature, constantly learning from how the design field keeps evolving, especially with AI reshaping the way we work.

Core Skills: Design System Branding Prototyping Accessibility (WCAG) User Experience Illustration

Tools: Figma Zeroheight Posthog Illustrator Claude Github

Language: Portuguese English Spanish

PROFESSIONAL PATH

2021 — 2026

UI/UX Designer → Lead UI/UX Designer — [OpenBB](#)

Platform focused on developing advanced tools for investment analysis and research. Designed to be a flexible, customizable, and collaborative product, it offers a range of features: modular dashboards, widgets integrated with financial data, and an AI assistant to support decision-making.

AI-native workflows

- Use GitHub Copilot to turn UI fix screenshots directly into pull requests with code suggestions, removing back-and-forth between design and engineering for minor iterations.
- Use Claude for heavier thinking — breaking down complex requirements, refining copy, and building quick prototypes to validate ideas before they become full designs
- Use Claude Code (via terminal, connected to the browser and product) to automate UX research tasks and pull data directly from the live product to inform design decisions

Design System

- Developed and iterated OpenBB's design system, evolving from initial buildout to a mature component library used consistently across the product.
- Built the component library using Figma variables instead of static styles, so components auto-update with correct tokens: speeding up mockup creation and mapping directly to design tokens in code for faster, more consistent engineering handoff.
- Continuously improved and maintained the components library, working closely with the front-end developer to align design and implementation.

Product Development

- Ran regular design review calls to refine process and catch issues early.
- Built the Admin Portal page from scratch, enabling activity logs, permissioning and controls such as RBAC to be used by large institutions (e.g. Tier 1 banks)
- Worked with the CEO to take agentic experience prototypes and refine them into enterprise-ready UI, drawing on references like ChatGPT, Claude and Perplexity.

User research & Insights

- Analyzed user videos via PostHog on an ongoing basis to identify friction points and pain areas.
- Documented findings and shared structured reports with the team to guide product decisions.
- Designed and built a multi-step product walkthrough (mockups + animations) to reduce onboarding friction.
- Redesigned the app marketplace flow, raising click-through rate from 13% to 21% — an 8 percentage point increase.

Visual Communication

- Designed the decks and conference presentations.
- Created illustrations and animations (After Effects) for Workspace marketing/product pages.

Cross-team Collaboration

- Worked directly with the CEO to translate ideas into real product features — from initial concept through to shipped design
- Shifted collaboration structure from Product Manager to CEO, establishing more streamlined product development processes.
- Contributed to social media content and strategy, working closely with the Marketing Lead.

2019 — 2021

Designer & Illustrator — doDOC

A real-time collaborative editor, specifically designed for writing and reviewing scientific documents.

Illustration System

- Built an illustration system as an extension of the product design system for a scientific-writing brand, developed in collaboration with the University of Coimbra and doDOC.
- Defined the illustrations visual language: colour palette, line styles, shapes, composition and character design.
- Documented it in clear guidelines and a user manual, so that illustrations stay consistent across product interfaces and social channels and are easy for new team members to pick up.

2017 — 2020

Designer — jeKnowledge

Junior enterprise from the Coimbra University, dedicated to developing solutions for real clients: UI/UX design, branding, and communication.

GDG — Google Devfest 2018

- Created the full visual identity for the local edition of Google's DevFest, a day of talks and workshops for developers, designers and enthusiasts. Extended it across every touchpoint, from digital assets and social content to posters, tote bags and t-shirts.

2019 — 2026

UI/UX Designer — External projects

Side projects developed outside my main role, while studying and working. Each one started from a real need I ran into or saw around me, and gave me the space to explore the full process end to end.

Stagee (2026 - current)

→ Lead the design and brand for an AI voice product built for restaurants and hospitality. Shaped the identity, dashboard, and core product experience, helping turn missed calls and overwhelmed staff into automated, reliable guest service.

My EJSF (2020)

→ Designed a mobile app that pulls a student's whole school life into one place — timetable, class materials, deadlines, grades, notifications, events, locker bookings and cafeteria info — replacing the mix of emails, separate platforms and paper notices that made information easy to miss.

Eve App (2019)

→ Shaped a mobile app that brings academic-festival information — schedules, artist lineups, venues, ticketing and real-time updates — into a single place, instead of scattered across websites, social media and group chats.

2019 (3 MONTHS)

Summer Internship: UI/UX designer — Whitesmith

Summer internship focused on the full lifecycle development of a project from scratch: including research, design, and final implementation.

ACADEMIC
PATH

2019 — 2021

Master's Degree: Design & Multimédia — Coimbra University

Advanced program in design, focused on UX/UI, user-centered design and interactive solutions.

2016-2019

Bachelor's Degree: Design & Multimédia — Coimbra University

Junior enterprise from the Faculdade de Ciências e Tecnologia at UC, dedicated to developing solutions for real clients: UI/UX design, branding, and communication.