

GONÇALO PERDIGÃO

Product Designer & UI/UX Designer | goncalotp95@gmail.com | gonfolio.design

About me

I'm a Product Designer focused on back-office platforms, working across UX and UI. I also enjoy building with no-code tools and AI and occasionally implement the experiences I design.

Skills

UI/UX, Product Design, Prototyping, No-code development, Market research, Marketing design, User experience, User testing, Design systems, User flows, Information architecture.

Tools

Figma, Framer, ChatGPT, Claude, Notion, Adobe

Experience

Product Designer · AXIANS

Jul 2025 – Present

- Lead the UI/UX design of back-office platforms for the Regional Government of the Azores, covering request approvals, payments, account management and access control.
- Turn functional requirements into clear, consistent Figma screens using the government's GRA Design System.
- Work closely with business analysts and developers from design through implementation.

Product Designer & Co-Founder · LINNEA STUDIOS

Jun 2024 – Present

- Co-designed and shipped 8+ client projects alongside a UI/UX designer, product owner, and marketing lead, spanning e-commerce, media/CMS platforms, high-end event brands, and creator content.
- Owned UX and design across projects, balancing client goals and technical implementation while driving the full design pipeline from concept to delivery.

UI/UX Designer · MoOngy

Mar 2023 – Jul 2025

- Sole UI/UX Designer for a business management product, shaping its experience from its early stages.
- Used regular conversations with users to identify issues and guide product improvements.
- Designed production-ready interfaces in Figma and worked with developers during refinement and delivery.

UI/UX Designer · DECODE

Feb 2022 – Nov 2023

- Designed digital solutions for clients, from information architecture and wireframes to high-fidelity prototypes.
- Applied UX research and accessibility principles to create clear, inclusive experiences.
- Prepared designs in Figma and FigJam for client review and development.

UI/UX Designer · AXIANS

Feb 2022 – Mar 2023

- Designed web and mobile experiences for clients in government, transport, healthcare and energy.
- Created wireframes, prototypes, high-fidelity screens and design systems.
- Conducted user interviews, accessibility reviews and usability tests to inform design decisions.

UI/UX Designer · up4biz

Jun 2021 – Dec 2021

- Helped research, design and maintain the up4biz product as part of the UI/UX team.

Digital Experiences | UI/UX Designer · DECODE

Mar 2021 – Dec 2021

- Worked across the full design process, from client interviews and UX research to final screens.
- Created wireframes and mockups and collaborated with developers on implementation.

Education

EDIT. - Disruptive Digital Education

Training in USER EXPERIENCE & USER INTERFACE DESIGN

Porto, Portugal 2021 – 2022

School of Media, Arts, and Design.

Bachelor's Degree in Web Technologies and Information Systems

Vila do Conde, Portugal 2016 – 2020

Languages

Portuguese, Native

English, B1