

Victor Melo / Product Designer

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SUMMARY

Product Designer with 5+ years designing complex digital products end to end, from discovery through production-ready UI. Strongest translating ambiguous, workflow-heavy requirements into systems that hold up in production, partnering closely with Product and Engineering throughout.

WORK EXPERIENCE

Product Designer

Nov 2025 – Aug 2026

Traact · Full-time · Miami, FL, United States · Remote

B2B legal operations SaaS for enterprise contract, entity, and compliance management, serving 30+ active enterprise customers.

- Owned discovery and design for a complex enterprise admin configuration experience end to end, restructuring settings so admins could self-serve changes that previously required support.
- Designed a new revenue-generating product surface as sole designer, from discovery through development-ready UI, defining a compliant multistep user journey with a cross-functional squad.
- Wrote specifications engineering could build from without follow-up — field tables, flow diagrams, notification logic — and owned handoff and design QA against intent and the design system.
- Introduced documentation and handoff rituals the team didn't previously have, and extended and quality-assured the Figma design system alongside other designers.
- Negotiated design decisions with the PM and CTO in weekly definition sessions, grounding scope in competitive benchmarking against other legal-ops platforms.

Product Designer

Jul 2025 – Nov 2025

Clickideia Ecosystema Educacional · Contract · Brazil · Remote

Brazilian EdTech company; teacher-facing platform, on a design team of three.

- Contributed to UX research for the teacher-facing platform, running educator interviews alongside the PM and two other designers to establish the baseline before design work began.
- Benchmarked competing EdTech products, including at a national industry fair, to map which capabilities were worth adapting into the roadmap.
- Led a V1 redesign of the teacher-and-student interface for Brazil's public adult-education platform, setting interface conventions and defining flows from research findings before handoff.

Product Designer & Multimedia Designer

Jan 2023 – Jul 2025

VM Studio · Self-employed · Porto, Portugal · Remote

- Delivered UX/UI product design end to end for 10+ early-stage startups and small businesses, from discovery and user flows through high-fidelity UI and engineering handoff, working directly with founders.
- Shipped production interfaces without an engineering queue by designing and building directly in Framer and Webflow.

Product Designer

Feb 2025 – May 2025

Uitify · Contract · Palo Alto, CA, United States · Remote

- Designed the setup flow for a data-labeling platform as a describe → draft → review loop, where the model drafted configuration from the customer's brief and experts reviewed it against a traceable, field-level surface.

UI Designer

Jan 2023 – Apr 2023

Porto Digital · Contract · Recife, Brazil · On-site

- Designed an urban-planning product end to end for architects and city planners alongside a research-focused designer, structuring complex regulatory and licensing data into legible screens within a fixed four-month scope.

UX/UI Designer

Jun 2021 – May 2022

Encora Inc. · Full-time · Remote

- Designed internal products for two enterprise clients — a UK telecom and a Brazilian logistics company — from requirements gathering through developer-ready specifications, working within each client's design system.

EDUCATION

Bachelor's in Design — CESAR School, Recife, Brazil

SKILLS

Design: Product Design, UX/UI Design, Interaction Design, Information Architecture, Design Systems, Prototyping, User Flows, Product Discovery, User Research, Usability

Delivery: Cross-functional Collaboration, Design QA, Documentation, Engineering Handoff, Stakeholder Presentation

Tools: Figma, Framer, Webflow, HTML/CSS/JavaScript

Languages: Portuguese (native), English (fluent), Spanish (basic), Japanese (basic), German (basic)