

Daniel Canabrava Torres

Senior Product Designer | Product Strategy, Design Leadership & Complex Systems

Brasilia, Brazil | Remote - Americas and Europe | dc.torres09@gmail.com | dnltrs.com | linkedin.com/in/danielctorres

PROFESSIONAL SUMMARY

Senior Product Designer and UX strategist with 13+ years helping teams turn complex, data-intensive, and AI-powered workflows into products people can understand and confidently use. Combines hands-on product design with design leadership, mentorship, systems thinking, and close product-engineering partnership across GovTech, fintech, enterprise SaaS, and real-estate analytics.

LEADERSHIP PROFILE

Comfortable operating as both a hands-on individual contributor and a design leader: mentoring designers, raising design quality, establishing scalable practices, and translating product ambiguity into direction for multidisciplinary teams.

SELECTED IMPACT

- Led UX/UI for an AI-powered federal audit platform reported to reduce audit report creation time by 63%.
- Contributed UX improvements to Markerr Data Studio during a period of approximately 40% revenue growth, helping reposition the business from data provider to product company.
- Mentored 15+ peers in user-centered and interaction design methods.

CORE EXPERTISE

Product and Strategy: Product discovery | Problem framing | Product strategy | Interaction design | Information architecture | Journey mapping | Stakeholder communication | Design storytelling

Leadership: Mentoring designers | Cross-functional leadership | Design critique | UX culture building | Design-system adoption | Design-to-development alignment

Systems and Delivery: Design systems | Design tokens | Component specifications | Storybook | Accessibility (WCAG 2.1 AA) | Responsive design | Design QA | Developer handoff

AI and Human-AI Interaction: LLM interface design | Conversational UI | Generative UI | Agentic UX | AI output design | Trust and uncertainty communication | Correction and recovery patterns | Prompt-informed input design

Research and Behavioral Design: Usability testing | User research | Behavioral design | Design psychology | Maze | Hotjar | Google Analytics | Heap | UX performance metrics

PROFESSIONAL EXPERIENCE

UX Engineer

Nortal | BTG Group - Capstone Technology | Core | November 2025 - March 2026 | Remote

- Built an internal AI-powered wireframing and concept tool with Claude Code, accelerating early exploration and enabling the team to compare more design directions.
- Produced functional browser-based prototypes to communicate complex interaction intent before full development cycles.
- Authored component demos and design specifications in Storybook while collaborating with engineers in React and TypeScript.

Senior UX Designer - LLM and AI Products

Nortal | Markerr (Real Estate AI Analytics Platform) | October 2024 - November 2025 | Remote

- Contributed UX improvements to Markerr Data Studio during a period of approximately 40% revenue growth, helping reposition the business from data provider to product company.
- Led end-to-end UX design for Ask Markerr, a strategic LLM-powered natural-language query prototype with streaming responses, confidence cues, partial results, correction, and graceful recovery.
- Designed interaction frameworks for generative UI, exploring how LLMs and AI agents could construct and render interface components dynamically.

Senior UX Designer

AI Solutions | April 2023 - August 2024 | Remote

- Delivered high-fidelity interactive prototypes paired with structured usability-testing reports to validate product direction.
- Mentored 15+ peers in user-centered and interaction design methods, improving shared practice and review quality.
- Presented design rationale grounded in user research and behavioral data, connecting decisions to business outcomes and return on investment.

UX Design Lead

Ilia Digital | June 2020 - December 2022 | Brazil / Remote

- Directed design-system lifecycle work spanning token architecture, component specifications, developer handoff, quality review, and team adoption.
- Led adoption of design tokens and structured handoff workflows, enabling scalable and version-aware design decisions across engineering teams.
- Introduced prototype-first validation practices to surface interaction risks earlier and reduce late-stage revision.

Senior UX Designer

Capgemini | Brazilian Federal Court of Accounts | November 2017 - June 2020 | Brasilia, Brazil

- Led UX/UI for an AI-powered auditing platform reported to reduce audit report creation time by 63% through redesigned information architecture and interaction flows.
- Redesigned the Court's lawsuit-management experience using WCAG-aligned interaction patterns for public auditors.
- Consulted and coached the in-house design team on UX methods, design-system principles, and design-to-development alignment.

Senior UX Designer

Configr | February 2017 - November 2017 | Brazil

- Led a cross-functional design team through iterative interface concepts and usability-testing sessions with users.
- Conducted user research and benchmark analysis to guide product direction and improve interaction quality.

EDUCATION AND CERTIFICATIONS

AI for Designers - Certificate | Interaction Design Foundation | 2024

UX Management: Strategy and Tactics - Certificate | Interaction Design Foundation | 2023

Gamification: Creating Addictive User Experiences - Certificate | Interaction Design Foundation | 2019

Human-Computer Interaction (HCI) - Certificate | Interaction Design Foundation | 2018

Information Visualization - Certificate | Interaction Design Foundation | 2018

Leading for Creativity - Certificate | IDEO U | 2017

Conducting Usability Testing - Certificate | Interaction Design Foundation | 2016

Bachelor's Degree in Media Studies | Universidade Catolica de Brasilia | 2013

LANGUAGES

Portuguese - Native | English - Professional Working Proficiency (C1)