

# WAGNER CARVALHO

Product & UX Designer

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## PROFESSIONAL SUMMARY

Product & UX Designer with 15+ years of experience across startups, agencies, and enterprise SaaS proven track record of designing end-to-end digital experiences, from discovery and research through to prototyping and delivery.

Comfortable owning the design process solo or leading within cross-functional teams.

## CORE SKILLS

<b>Product &amp; UX</b>	Discovery & research, user interviews & surveys, personas, journey mapping, information architecture, user flows, usability testing, MVP definition, roadmapping, stakeholder workshops
<b>UI &amp; Systems</b>	High-fidelity UI, responsive web & mobile, interaction states, accessibility (WCAG), component libraries, design systems
<b>Tools</b>	Figma, Axure RP, Adobe Creative Suite, Supabase, HTML/CSS, AI-assisted front-end collaboration
<b>Collaboration</b>	Cross-functional delivery, design documentation & handoff, stakeholder alignment, branding, motion & visual storytelling

## PROFESSIONAL EXPERIENCE

### Product Designer *Jan 2026 – Present*

**TJMT via Basis Tecnologia da Informação S.A.** |

Brasília, DF – Brazil

Analyse and improve end-to-end user journeys and UI for internal court systems and citizen-facing digital services within TJMT's IT department.

Partnered with the AI Centre to shape, prototype, and validate AI-driven experiences, focusing on clear interaction flows, usability, and consistent UI patterns.

### Product Designer (Contract)

*May 2024 – Dec 2025*

**Wrcc Design – Self-Employed** | Ireland (Remote)

Led end-to-end mobile-first UX and UI from discovery to launch for multiple platforms, working in close collaboration with engineering teams.

Drove discovery workshops, journey mapping, and MVP definition — transforming ambiguous requirements into clear, prioritised user flows.

Designed full product experiences in Figma, from wireframes to high-fidelity UI, including responsive states, edge cases, and accessibility reviews.

Built lightweight component libraries and UI patterns to ensure consistency and accelerate delivery velocity.

Supported implementation via rapid iteration using React, Supabase, and AI-assisted collaboration (Lovable — Diamond Certified).

*Key platforms delivered:*

[SafeRent](#) - [IronLinked](#) - [Mockit Design](#)

### Lead UX Designer

*Jan 2022 – Apr 2024*

**Hewlett Packard Enterprise** | Galway, Ireland

Led UX strategy and execution for enterprise SaaS tools, surfacing complex infrastructure and security data through clear, actionable workflows for technical users.

Planned and facilitated discovery sessions, user interviews, and usability testing cycles to reduce task friction and inform product roadmap decisions.

Owned and evolved a component-based design system, improving cross-team consistency, accessibility standards, and development handoff quality.

Collaborated with PMs and engineers to scope work, set realistic delivery expectations, and maintain high-fidelity implementation through detailed specs.

## Product Designer

*Jun 2019 – Feb 2022*

**Nova Leah** | Dundalk, Ireland

Designed core workflows for SelectEvidence, a cybersecurity compliance SaaS for medical devices operating in a highly regulated environment.

Translated 200+ regulatory requirements into understandable UI patterns and step-by-step guided flows, making complex compliance work manageable for users.

Built interactive prototypes used across customer validation sessions, sales demos, and internal alignment meetings.

Improved onboarding by restructuring task sequences and surfacing contextual information at the right moment in the user journey.

## Digital Designer

*Sep 2017 – Jun 2019*

**Oliver Agency** | Dublin, Ireland

Designed landing pages, microsites, and campaign assets for major clients, including BMW, AXA, Musgrave, and Bank of Ireland.

Balanced brand expression with performance goals, delivering conversion-focused layouts and interactions based on creative briefs and analytics data.

Collaborated with marketing and development teams to ship responsive, on-brand digital experiences across multiple channels.

## UX Designer

*Sep 2016 – Nov 2016*

**Connectors Marketplace** | Ireland

Supported an early-stage startup in defining the first version of a B2B marketplace product, producing journeys, wireframes, and clickable prototypes.

Iterated rapidly with founders and developers based on user feedback and technical constraints to validate core product hypotheses.

## EDUCATION & CERTIFICATIONS

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### Professional Certificate – Designing for Accessibility<sup>2025</sup>

UX Design Institute, Ireland

### Foundations of User Experience (UX) Design<sup>2022</sup>

Google

### Postgraduate Diploma – Fundamentals of UX Design<sup>2018</sup>

IADT, Ireland

### BA Degree – Advertising & Marketing<sup>2004</sup>

## OTHER INITIATIVES

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### Notes&Articles

Between projects, I write. About UX, the industry, and the slow art of building products. Less of a blog, more of a notebook left open.

[Read on Medium](#)

### Founder & Host – Manada Podcast | [www.manadapodcast.com](http://www.manadapodcast.com)

Podcast exploring creativity, technology, and human stories. Led full visual identity, content strategy, and production.

### Author – Goober, The Cat That Wasn't Mine | [www.gooberthecat.com](http://www.gooberthecat.com)