

Ricardo Costa

Design Engineer – UX Designer – Frontend Developer

[Portfolio](#) | rcosta@cataplasma.net | +31 6 5888 7418

Digital designer with 20+ years of experience across web, 3D, and graphic design, as well as front-end and interactive development. Experience working with both multinational companies and smaller clients across Europe and Asia. Currently focused on modern digital design workflows, including AI-assisted creative tools and contemporary web frameworks.

CORE SKILLS

Design Figma, Adobe Creative Suite, Blender, Midjourney, Webflow — with daily use of AI-assisted design workflows

Frontend React/Next.js, Tailwind CSS, TypeScript, HTML/CSS, JavaScript, Three.js, Svelte/SvelteKit, Vue/Nuxt

UX & Systems Design systems & component libraries, wireframing, prototyping, usability testing, interaction design

AI Workflow Claude Code, Figma MCP, Figma Make, Midjourney

3D & XR Blender (modelling, animation), Unity, augmented reality development

Languages English (fluent) · Japanese (JLPT N3) · Portuguese (native)

EXPERIENCE

Lead Design Engineer at Dione Solutions — Amsterdam · 2025 – Present
International digital design and development company serving the Japanese market, focused on AI, infrastructure, and cloud services.

- Guided a full brand refresh end-to-end — from concept in Figma to production React components — owning both the design decisions and the code
- Directed a new website built on modern AI-assisted workflows (Claude + Cursor), cutting delivery time significantly while maintaining pixel-perfect quality
- Established a component library and design-system conventions so other developers can build consistently without needing a manual
- Reorganised creative department workflows to reduce handoff friction and ship faster

[Read the Case study](#)

Senior Design Engineer at Twisted Rope International

Tokyo · Lisbon · Amsterdam · 2011 – 2024

International web design and development studio for multinational clients including Accenture and Moog Construction.

- Shipped 200+ client projects over 13 years, owning design and frontend delivery end-to-end
- Built 10+ web applications for international corporate clients using React and modern JS frameworks
- Designed and developed 20+ sites in Webflow, often including custom JS for interactions that stock Webflow couldn't deliver
- Designed, modelled, animated, and shipped 10+ AR experiences using Blender and Unity — high-end visual interactivity that most design teams find out of reach
- Produced hundreds of digital assets across 3D, motion, and graphic design, using emerging AI tools as they became available

Kana Invaders — Amsterdam 2023

Educational language game built for the Learn Japanese Pod community, rebuilt in Unity in 2023.

- Owned the full product: UX design, 3D asset modelling in Blender, gameplay development, and play-testing
- Ran structured usability tests with a real community of language learners and iterated based on results

[Read the Case Study](#)

Freelance Web Designer & Front-end Developer — Tokyo (2009 – 2011)

Bulbous Cell Media Production

Media production company and publisher of *Tokyo Weekender*, the longest-running English-language magazine in Japan.

- Designed and developed their WordPress website, improving usability for writers and editors and increasing web traffic by **300%**
- Implemented an archive system allowing readers to browse decades of past issues
- Designed and developed **10+ client websites** using WordPress

EDUCATION

Ar.co Centro de Arte e Comunicação Visual — Lisbon · Painting