Afonso Martins

UX & UI Design / Product Design

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EDUCATION

Södertörn University — Stockholm, Sweden

Master's in User Experience and Interactive Media Design — *2024 – Present*

- UX Research & Usability Testing
- Interaction Design & Wireframing
- Human-Computer Interaction and Design Research methods
- Designing User-Centered Interfaces

Universidade Lusófona de Humanidades e Tecnologias — Lisbon, Portugal

Bachelor's in Film and Media Arts — *2017 – 2021*

EXPERIENCE

Umain — Stockholm, Sweden

Product Designer Intern — *August, 2025 – December, 2025*

- Designed high-fidelity UI components for segments of the current client's software design system
- Created high-fidelity UI designs for full screens, ensuring usability across the product
- Developed user flows and wireframes to define intuitive navigation and interactions
- Performed competitor benchmarking to inform design decisions
- Collaborated closely with the client and cross-functional teams to ensure design alignment

Deviera — Stockholm, Sweden

UX Researcher / UI Designer — *March, 2025 – June, 2025*

- User testing and research on an AI tool too help teachers
- Information architecture and content restructure of AI tool User Interface
- Website UI redesign

Pim Pam Pum Audiovisuais — Lisbon, Portugal

Visual Designer / Digital Image Technician — *2021 – 2024*

- Post-production, video editing, motion graphics, quality control
- Motion graphics for commercial work
- Ensured broadcast-ready final delivery of digital media
- Designed marketing landing pages as well as UI elements for the company's website
- Maintained and contributed to a design system for the company's website

PROJECTS

Design Frictions as a Solution for Mindless Scrolling | *Self-Initiated* — 2025

- Explored user interaction strategies to reduce passive scrolling habits
- Created wireframes for UI components designed to reduce excessive user scrolling

Smart Flower Pot | *Figma, Swift, Arduino, C++* — 2024

- Designed app mockup using Figma
- Built iOS prototype to simulate flower-pot interaction using Swift
- Constructed functional hardware prototype with Arduino and C++

Website Prototypes | *JavaScript, Framer* — 2023 – 2024

- Developed interactive UI/UX prototypes using JavaScript and Framer
- Tested usability and iterated based on feedback

Skills

Software: Figma, Photoshop, Illustrator, Sketch, After Effects, Adobe XD, Xcode (UIKit), Lottie
Competencies: Interaction Design, Prototyping, Wireframing (Low/High-Fidelity), UX Research,
Usability Testing, Lean UX
Tools and Languages: HTML/CSS, JavaScript, React, C++, Git
Languages: Portuguese (Native), English (Professional working proficiency)