

Amilcar Teixeira

Staff Product Designer - Design Systems

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PROFESSIONAL SUMMARY

Design Systems specialist with 10+ years of UX/UI experience, currently leading strategic development of scalable, accessible design systems. Proven expertise in cross-functional collaboration, component library development, and driving design system adoption across enterprise organizations. Passionate about transforming complex challenges into intuitive user experiences while maintaining consistency and accessibility standards.

CORE COMPETENCIES

Design Systems • Product Design • UX/UI Design • Component Libraries • Design System Governance • Cross-functional Leadership • User Research & Validation • Accessibility (WCAG) • Design Tokens • Documentation • Figma • React • HTML/CSS

TECHNICAL SKILLS

Figma • Sketch • Adobe Creative Suite • HTML • CSS • JavaScript • React • Angular • Motion Design • 3D Modeling • Prototyping • Design Tokens • Git

PROFESSIONAL EXPERIENCE

Design System Specialist

TOTVS - UX Lab | July 2024 - Present | Remote

Leading strategic initiatives for enterprise design system serving +200 products

- Design System Leadership: Lead development and maintenance of Animalia Design System, an open-source system supporting scalable, accessible digital products across the enterprise
- Cross-functional Collaboration: Partner with product managers, engineers, and business stakeholders to ensure strategic alignment and operational efficiency
- Component Development: Establish consistent patterns and frameworks, ensuring transparent and secure user experiences
- Organizational Culture: Promote design culture organization-wide, facilitating autonomous decision-making and innovation across teams
- Governance & Adoption: Implement design system governance processes and drive adoption strategies across multiple product teams

Senior Product Designer - Design Systems

TOTVS - UX Lab | October 2021 - July 2024 | Remote

Evolved component libraries and accessibility standards for enterprise products

- **Component Library Evolution:** Developed and maintained accessible component libraries, ensuring consistency and high-quality user experiences across product portfolio
- **UX Audits & Standards:** Conducted comprehensive UX audits and implemented accessibility standards resulting in WCAG-compliant, intuitive products
- **Technical Mentorship:** Served as technical mentor and strategic reference for design teams, training designers in user-centered design practices
- **Research & Validation:** Led user research initiatives and validation studies, directly influencing strategic product improvements
- **Design System Documentation:** Created comprehensive documentation and guidelines for design system implementation

Product Designer

TOTVS - Hospitality | November 2020 - October 2021 | Remote

Designed B2B solutions for hospitality industry digital transformation

- **User Journey Design:** Developed user flows, journey maps, and research-validated prototypes for B2B tools, enhancing guest lifecycle experiences
- **B2B SaaS Solutions:** Contributed to scalable, innovative digital solutions aligned with strategic hospitality sector needs
- **Stakeholder Collaboration:** Worked closely with product managers and engineers to deliver customer-focused solutions

Product Designer

Senac RJ | September 2012 - November 2020 | Rio de Janeiro, Brazil

Optimized e-learning platform serving thousands of students nationwide

- **Platform Optimization:** Led continuous improvements for e-learning platform, focusing on fluid, intuitive, and accessible learning experiences across devices
- **Interactive Design:** Developed interactive interfaces and resources for online courses, promoting engagement and accessibility for students across Brazil
- **Cross-device Experience:** Ensured consistent user experience across web and mobile platforms

Product Designer (Freelance)

Various Startups | September 2012 - November 2020 | Remote

Delivered end-to-end design solutions for Technology, Logistics, and Healthcare sectors

- **Full-cycle Design:** Managed complete design process from research and conception to high-fidelity interfaces and interactive prototypes
- **Startup Collaboration:** Worked with early-stage companies to establish design foundations and user experience strategies
- **Mobile & Web Design:** Created responsive designs for various platforms and devices

Visual Designer

HJM Tecnologia | September 2012 - November 2020 | Rio de Janeiro, Brazil

Created interfaces for B2B and B2C SaaS applications

- SaaS Interface Design: Designed interfaces for Web applications and SaaS tools targeting **B2B** and B2C markets
- Innovation Lab: Developed interaction experiments in Augmented Reality (AR) laboratory
- UI System Development: Established visual design patterns and interface guidelines

EDUCATION & CERTIFICATIONS

Design System & Ops | Meiuca | June 2020

Design Leadership | Aprender Design | June 2022

Instructor: Leticia Pires

Behavior Design | Aprender Design | February 2021

Instructor: Lucas Neumann

UX Research | Mergo User Experience | April 2020

UX Design | Design Circuit | January 2019

Post-Graduate in Video Editing and 3D Animation | Instituto Infnet | 2010-2013

Bachelor's Degree in Graphic Design | Estácio | 2008-2010

LANGUAGES

Portuguese: Native

English: Full Professional Proficiency

Spanish: Full Professional Proficiency

KEY ACHIEVEMENTS

- Led design system adoption across +200 product teams, improving design-to-development efficiency by 67%
- Established accessibility standards resulting in WCAG 2.2 AAA and AA compliance across product portfolio
- Created comprehensive design system documentation with 4.5/5 CSAT
- Collaborated with engineering teams to maintain 55+ design-code parity across component libraries