

# Amilcar Teixeira

STAFF PRODUCT DESIGNER / DESIGN SYSTEMS

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Staff Product Designer with 15+ years creating scalable, accessible product experiences across enterprise software, logistics, education, and healthcare. Lead Animalia, TOTVS's open-source, cross-platform design system, combining hands-on component design with Design Ops, accessibility, governance, and design-to-code automation. Partner closely with engineering, product, and design teams to turn design consistency into technical scalability, faster delivery, and stronger user outcomes.

**250+ enterprise products · 86% adoption · 67% faster design-to-development · 20+ designers mentored**

## KEY ACHIEVEMENTS

- Lead Animalia across 250+ enterprise products, reaching 86% adoption.
  - Improved design-to-development efficiency by 67% through design-system adoption and design-code alignment.
  - Absorbed a company-wide rebrand through token architecture in two weeks of design and one month of engineering rollout without breaking consuming products.
  - Established organization-wide accessibility standards, upgrading the baseline to WCAG 2.2 and achieving WCAG AAA and AA compliance.
  - Created implementation guidance rated 4.5/5 CSAT, maintained 55+ design-code parity, and mentored 20+ designers.
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## WORK EXPERIENCE

**TOTVS** | Staff Product Designer / Design Systems | Jul 2024 - Present

*Lead strategic initiatives for Animalia, TOTVS's open-source, cross-platform design system supporting 250+ enterprise products with 86% adoption.*

- Lead Animalia's development and evolution, enabling scalable, accessible digital products across the enterprise.
- Build AI agents and automations for design-to-code workflows, reduce handoff steps, and define Design Ops, governance, and adoption practices.
- Partner with product managers, engineers, designers, and business stakeholders to align system strategy with priorities; absorbed a company-wide rebrand through token architecture in two weeks of design and one month of engineering rollout without breaking consuming products.

**TOTVS** | Senior Product Designer / Design Systems | Oct 2021 - Jul 2024

*Evolved component libraries and accessibility standards for enterprise products.*

- Developed and maintained accessible component libraries, and conducted UX and accessibility audits that translated into WCAG-compliant interface improvements.
- Served as a technical mentor and strategic design-system reference, advancing user-centered practices and leading research and validation that informed product decisions.
- Authored and maintained implementation documentation and guidelines for the design system.

**TOTVS (Hospitality)** | Product Designer | Nov 2020 - Oct 2021

*Designed B2B solutions supporting digital transformation in the hospitality sector.*

- Created user flows, journey maps, and research-validated prototypes for B2B tools supporting guest lifecycle experiences.
- Contributed to scalable, data-driven SaaS solutions and partnered with product and engineering teams to deliver customer-focused outcomes.

## **Senac RJ | Product Designer | Sep 2012 - Nov 2020**

*Improved and maintained an e-learning platform serving thousands of students nationwide.*

- Led ongoing usability, accessibility, and performance improvements for an e-learning platform used by thousands of students nationwide.
- Created interactive learning interfaces and course resources, ensuring cohesive web and mobile experiences across devices.

## **Various Startups | Product Designer | Dec 2011 - Sep 2012**

*Delivered complete design solutions for technology, logistics, and healthcare startups.*

- Managed end-to-end design from research and ideation to high-fidelity interfaces and interactive prototypes, while helping early-stage companies establish design foundations and UX strategies.
- Designed responsive mobile and web experiences for diverse platforms.

## **HJM Tecnologia | Visual Designer | Aug 2010 - Nov 2011**

*Created interfaces for B2B and B2C SaaS applications.*

- Designed web application interfaces for B2B and B2C SaaS products across multiple market segments.
- Participated in Augmented Reality interaction experiments and established visual design patterns and interface guidelines.

## EDUCATION & CERTIFICATIONS

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

Bachelor's in Graphic Design - Estácio (2008-2010)

Design System & Ops - Meiuca (2020) · Design Leadership - Aprender Design (2022, instructor: Leticia Pires) · Behavior Design - Aprender Design (2021, instructor: Lucas Neumann) · UX Research - Mergo User Experience (2020) · UX Design - Design Circuit (2019)

## LANGUAGES

Portuguese: Native · English: Full Professional Proficiency · Spanish: Full Professional Proficiency

## EXPERTISE

Design Systems · Design System Governance · Design Ops · Product Design · UX/UI Design · Component Libraries · Accessibility (WCAG) · Design Tokens · AI Agents & Automations · Design-to-Code · Cross-functional Leadership · Technical Mentorship · User Research & Validation · Documentation · Figma · Sketch · Adobe Creative Suite · Prototyping · Design Tokens · HTML · CSS · JavaScript · React · Angular · Git · Motion Design · 3D Modeling