

Experience	Senior/Staff Product Designer Remote 2024 – Now	Worked on AI products such as Agent, Automations and AI Interviews. Defined patterns for how agentic experiences work at Remote. Helped make sure that Designers onboard onto code. 1x Hackathon win, 1x Innovation Award nomination.
	Senior/Lead Product Designer Second Nature 2021 – 2024	Owned design across the two highest-revenue teams in the business, reducing churn by 40% and growing a new product from 0 to 800+ users. Scaled the research practice company-wide and co-led Design System work with Engineering.
	Mid/Senior Product Designer Babylon Health 2019 – 2020	Designed a solution to sync ordered prescriptions and medication reminders, improving medication adherence for type 2 diabetes patients (iOS and Android). Researched with diabetic nurses and patients to close the contact gap between healthcare professionals and patients between appointments.
	Product Designer Quiqup 2019	Implemented the first research processes in the Customer Support team, designing prototypes to help Support give faster, more accurate help to couriers in Dubai and London.
Projects	Globezones iOS app	Built an iOS app to manage timezones between friends and colleagues.
	i can't cope Art project	Art project exploring how we use technology to deal with emotions.
	Observe watchOS app	Built an watchOS app to guide Vipassana meditation sessions.
Education	The New Digital School Porto, Portugal 2018	Software Product Design
	University of Minho Braga, Portugal 2014 – 2017	Bachelor in Economics
Tools	Product Design & Engineering	Figma, Figjam, Miro, Lovable, Cursor, Claude, React, HTML, CSS, Git