Margarida Oliveira

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Product Designer with four years of experience as an OutSystems developer and hands-on UX/UI design experience. Designs intuitive, evidence-based product experiences through research, prototyping, design systems and close collaboration with clients and engineers. Combines Figma, Framer, frontend development and AI-assisted workflows to move from ambiguous ideas to accessible, production-ready experiences.

Skills

User Research · Wireframing · Prototyping · Design Systems · Responsive Design · Figma · Framer · Claude code · Prompt Engineering · AI assisted design · HTML & CSS · Agile/Scrum · Cross-functional Collaboration

Work Experience

Significa, Product Designer

Apr 2025 - Current / Porto, Portugal

- Design and implement the look and feel of full websites for international organizations, translating branding and existing wireframes into cohesive, responsive UIs.
- Work directly with clients to gather requirements, run feedback sessions, and present design iterations grounded in user research and customer goals.
- Produce designs in Figma and deliver them in Framer or as working frontend, ensuring brand consistency, responsive behavior, and accessibility best practices.
- Work AI-first across the design loop, using Claude to clarify intent and surface edge cases before Figma, and Claude Code to take real components from a co-owned Storybook library into production-ready frontend.
- Co-create with engineers and clients from day one, defining UX requirements early and staying involved through build and release.

IG&H, Outsystems developer

Mar 2020 - Nov 2024 / Remote, Portugal

- Delivered scalable applications using the OutSystems low-code platform, including Traditional, Mobile, and Reactive apps, for clients in insurance, retail, and finance sectors.
- Collaborated with multidisciplinary teams of product owners, product managers, designers, and QA experts to align requirements, improve user experiences, and deliver successful project outcomes.
- Managed the architecture dashboard, resolved bugs, and ensured seamless project execution through Agile methodologies.
- Contributed as a UX/UI Designer for internal mobile and web applications, facilitating workshops to align design strategies and enhance usability.
- Designed an internal desktop application to streamline employee resume completion, facilitating HR and manager presentations to potential clients.
- Created an internal mobile app for office lunch bookings in the Netherlands.
- Improved usability and sales opportunities by redesigning existing client screens based on user and business needs.
- Participated in the company’s feedback-driven culture, encouraging open communication and collaboration with team members to continuously improve processes.

Accenture, Junior Outsystems developer

Jun 2019 - Mar 2020 / Braga, Portugal

- Began my tech career as a Junior OutSystems Developer at Accenture, focusing on clients in the energy sector.
- Gained hands-on experience in developing digital solutions and collaborating with multidisciplinary teams.
- Delivered efficient solutions by adhering to Agile methodologies.

Sonae MC, Sensory Analysis Trainee

Jan 2018 - Mar 2020 / Porto, Portugal

- Performed sensory analysis tests and created detailed sensory reports as a Sensory Analysis Technician at Sonae MC.
- Developed and managed a trained sensory panel as part of my Master's Thesis, applying analytical methods in a real-world setting.
- Conducted workshops and user interviews to gather sensory feedback and improve product quality.

Education

UX/UI Design
EDIT Porto

Project Management
APOGEP/IPMA

MSc Food Engineering
Universidade Católica do Porto

Degree in Bioengineering
UTAD - Universidade de Trás os Montes e Alto Douro

Certifications

UX/UI: AI-Design Strategies with ChatGPT - Coursera
Design principles applied with cutting-edge AI components and AI-assisted workflows.

Design Systems using Figma - Domestika
Design explorations, components and reusable system architecture.

Google UX Design - Foundations of UX Design - Coursera
User-centered design and design thinking.

UX Design Process: Empathize, Define, Ideate - Coursera
Empathy maps and personas.

Build Wireframes and Low-Fi Prototypes - Coursera
Visual design and information architecture.