CHARLES BAMAM

Product designer / visual

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Profile

I am driven by creating easy-to-use, attractive solutions that align with the client's brand culture and user needs.

In my professional journey, I carried out projects in art direction, graphic design, design for digital interfaces (UI) and planning of interfaces for websites and applications (UX) in the most diverse segments.

I worked as a designer at the Federal Brazilia Government for 11 years, where I selected, trained and guided intern and scholarship designers.

I did a Master's in Design with a focus on Human-Computer Interaction. I have experience with Digital Marketing and Illustration.

I'm looking for opportunities to solidify my career as a product designer.

Education

University of Rio Grande do Norte
JUL 2014 - NOV 2016

Master's Degree in Design with a focus on ergonomic design and user experience. I developed research to prepare a table of UX recommendations for the development of digital textbooks. It resulted in a published book.

University of Campina Grande
SEP 1999 - NOV 2003

Bachelor's Degree in Art and Media Direction, where I had the opportunity to develop skills involving the most diverse forms of art and technologies.

Experience

Bradesco - Product Designer
NOV 2022 - ATUAL

Join the Product team focused on banking correspondent solutions, I've acted as a Product Designer engaging to solve real banking problems for this client's type, developing wireframes, prototypes and high-fidelity user interfaces for web and mobile.

Máquina do Bem > Product Designer
ABR 2022 - OCT 2022

I collaborated with the tech team in defining requirements, ideation, prototyping and developing digital products, working end to end, applying design thinking, prototyping, interface design and usability testing.

Instituto Federal de Educação > Graphic Designer
MAR 2011 - MAR 2021

Graphics designs projects for books and editorial, branding for events and every local sector's needs in research and innovation for the Government.

Mobister / Rits > UX UI Designer
JUN 2008 - DEC 2011

Art direction for digital projects. I created UI design and prototypes for events, supermarkets, Software enterprises etc.

HARD SKILLS

Product Design
Graphic Design
Wireframing
Prototyping
Visual design

SOFT SKILLS

Self managed
Organization and proactivity
Learnability
Empathy and Problem Solving
Multidisciplinary teamwork
Creativity and Research
Ethics is very important!

TOOLS

Figma   Adobe XD   Adobe CC

LANGUAGE

PORTUGUÊS > Native

ENGLISH > Intermediate

FRENCH > Beginner

SPAINISH > Beginner

SOCIAL

charlesbamam