



# Ana, Product - UX/UI Designer

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## About

I am Ana, Product / UX / UI Designer with 8+ years of experience in crafting digital solutions. Skilled in design systems, user flows, wireframes, prototypes, usability testing, and building interfaces from low- to high-fidelity. Specialized in transforming complex data into intuitive visual flows and user-friendly dashboards. Proficient in Figma, Illustrator, Miro, and Procreate.

## Work Experience

### **Product Designer | Devtech (Pax8 Cloud Solution) | Remote | June 2023 – June 2025**

At Pax8 I was responsible for designing several areas of the Pax8 platform, including the Billing section, Partner Portal, and the Design System. I created user flows and worked closely with UX researchers on testing and improvements. One of my main contributions was helping transform the company's legacy platform into a modern interface. I produced UX documentation and guidelines to support consistency and usability across the product.

### **Product Designer | Re Flow (Danish Environmental Company) | January 2023 – June 2023**

In Re Flow, I designed user flows and wireframes from low- to high-fidelity, ensuring consistency across the platform as it evolved. My role also involved creating documentation enriched with data visualizations to help communicate the company's environmental impact to stakeholders.

### **UX/UI Designer | Meta Swiss Group (Software Development) | August 2022 – December 2022**

At Meta Swiss Group I worked on UX flows, application structures, and redesigning the company's design system. I contributed to improving the UX of existing products and supported the rebranding effort. Besides project work, I mentored junior designers on practical tasks and participated in the hiring process by interviewing candidates.

### **UX/UI Designer | Quantox Technology (Software Development) | June 2019 – August 2022**

During my time at Quantox, I designed layouts, landing pages, and large-scale website redesigns. I created visuals for social media, brochures, business cards, and branded t-shirts. I also designed stands, booths, and marketing materials for conferences and events.

### **Graphic Designer | Share IT (Software Development) | November 2018 – May 2019**

My work at Share IT involved creating marketing materials such as flyers, brochures, notebooks, and t-shirts, as well as supporting company campaigns and events with design assets.

## Education

### **Faculty of Philosophy**

Department of Pedagogy

Udemy, Lynda, and edX courses in UX/UI, Web & Mobile Design, and Graphic Design