

# catia sousa

## EXPERIENCE

### UX Designer @ Wingman

February 2019 to Present

#### Via Verde - Portuguese Toll Company project

Designing user interactions and flows for the end-user, for both web and app. Performing quality tests on the developed features and using GitLab to report issues. Documenting features and UX guidelines as well as business rules for client validation.

### UX Designer @ Novabase

May 2014 to December 2018

#### Du - United Arab Emirates Telecom project

Created wireframes for new backoffice features in their web system. Prototyped new user journeys in static html with Axure, and iterated it with the client team in Dubai.

#### Binfoлио - Asset Management Solution project

Supported, and ultimately lead, a 3-year-long redesign of this web solution. Facilitated co-designing workshops with both client and technical decision-makers. Leveraged user-centred design principles to solve user needs and define business goals. Conducted iterative user testing session with users to validate final designs. Collaborated with business analysis, user research and testing, as well core interaction design decisions.

#### Ministry of Defense - Performance Evaluation System / Meal Management System projects

Created wireframes for two new web systems for the army, air force and navy personnel. Lead paper-prototyping design sessions with the main client stakeholders. Validated navigation and user interactions with low-fi html prototype in Axure. Documented UI features to support delivery to the development team.

### UX Prototyper @ Casa da Luz Science Museum

January to December 2013

#### Interactive Exhibit "Power House" project

Contributed for the year long project with both interaction and visual design, and lead the development of a functional prototype built with HTML5, Node.js and Arduino platforms.

## EDUCATION

### Masters of Human Computer Interaction

Carnegie Mellon University, December 2013

### Masters of Computer Science

University of Madeira, June 2011

### Bachelors of Computer Science

University of Madeira, June 2008

## METHODOLOGY

Business analysis  
Card sorting  
Contextual interviews  
Heuristic evaluation  
Information architecture  
Personas  
User Testing  
Wireframes

## TOOLS

### Prototype

Adobe XD  
Axure  
Bootstrap  
CSS  
HTML5  
JavaScript  
Paper prototyping

### Design

Illustrator  
Indesign  
Photoshop  
CSS  
Sketch

## PUBLICATIONS

Catia Sousa, Ian Oakley. **Integrating Feedback into Wearable Controls**. In Proceedings Human Computer Interaction Interact 2011, pp556-559, Springer: Lisbon September 5-9, 2011 <http://goo.gl/0dZgTe>

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