

ANNA BENGALY

Product Designer

Brasil

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WEBSITES AND SOCIAL LINKS

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Portfolio: behance.net/annabengaly

SUMMARY

UX/UI Designer with 6+ years of experience designing human-centered digital products, combining research, strategy, and interface design.

Led large-scale projects in technology and analytics, conducting qualitative and quantitative research, mapping complex user journeys, and translating insights into scalable digital experiences.

Focused on discovery, rapid prototyping, and validation processes to ensure measurable business impact.

EXPERIENCE

11/2024

Senior UX Designer

Stefanini Group

- Led user and stakeholder research to identify critical needs and improvement opportunities in corporate digital solutions.
- Planned and executed usability tests that improved interface intuitiveness and reduced development rework.
- Served as UX reference within product squads, ensuring alignment between user experience and business goals.

03/2023 - 11/2024

Designer de experiência do usuário

Aquarela Analytics, Florianópolis, Santa Catarina, Brasil

- Designed innovative solutions for AI and Analytics projects, leading discovery, user interviews, and journey mapping.
- Applied UX research methods to create intuitive data dashboards, improving user adoption.
- Facilitated usability tests and collaborated closely with product and engineering teams.

01/2022 - 02/2023

UX/UI Designer

Mouts TI, Blumenau, Santa Catarina, Brasil

- Mapped user journeys, gathered requirements, and designed wireframes for B2B and B2C applications.
- Delivered UX/UI solutions that enhanced navigation and engagement across web and mobile products.

07/2021 - 02/2023

Product Designer

Octopus IC, Mato Grosso, Brasil

- End-to-end design for administrative and financial management platforms.
- Conducted research, prototyping, and iterative collaboration with stakeholders to align with operational workflows.

02/2021 - 01/2022

UI/UX Designer

Nuvem Tecnologia, Mato Grosso, Brasil

- Full UX/UI design lifecycle for desktop and mobile applications.
- Improved visual and interactive quality of digital products through Adobe XD prototypes.

12/2019 - 02/2021

UX Designer

Itzol.digital, Rio de Janeiro, Brasil

- Executed user research, journey mapping, and usability testing for web projects.
- Designed interfaces in Figma with a focus on usability and accessibility.

01/2019 - 11/2019

UX Designer

BlueBird & Co, Rio de Janeiro, Brasil

- Created interfaces for corporate websites and event hotspots.
- Developed interactive prototypes and supported research-driven design.

EDUCATION

2019 - 2020

Design Digital e Multimídia

Product School

How To Build Digital Products

2015 - 2020

Matemática

UERJ

Bachelor's Degree

SKILLS

User Research

★★★★★

User Flows

★★★★★

Accessibility (WCAG)

★★★★★

Usability Testing

★★★★★

Design Systems

★★★★★

Prototyping

★★★★★