ANTONIO BRANDAO

DESIGN ENGINEER / PRODUCT DESIGNER

BRINGING LIFE TO DIGITAL DESIGN SINCE 1999

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ABOUT

I design, I code: I'm a design engineer. I solve design problems and implement solutions.

Since 1999, I've helped many businesses build their digital products, be it from scratch or by fixing their mature products.

I've spent countless hours in Figma working one-to-one with CEOs to bring ideas to life. Many wireframes, prototypes and meetings later, what matters in the end is business growth, customer satisfaction, and scalable, maintainable design and code.

I've seen many faces, and I could say I have experience. But I'd rather say I'm still learning. I'm still asking questions, and definitely still learning from our customers.

I am known as a creative developer with an eye for design who delivers fast. I get a kick from positive customer feedback on a great UI.

Working remotely since 2013.

HISTORY

Reservas.pt

Product Designer
Product Owner
Frontend Engineer
Backend Engineer

Portugal
2020 – Present
reservas.pt

Design, development and maintenance of a reservations platform.

With this platform, my clients can view, track and manage incoming reservations in a dedicated UI, manage their product offerings on a dedicated products page, and follow progress on an insights page that charts the activity of their service. End customers can make reservations from any device, receive SMS confirmations, and manage their reservations through a personal access link.

Summary

- 100% solo full-stack project, from design to backend
- Design and development of a client-facing reservations widget
- Design and development of a back office to manage reservations and clients, and to visualise historic data in charts
- Continuous integration via GitHub and Vercel
- SMS service via Twilio and Sweego
- Usage-based payments via Stripe
- MongoDB via Atlas
- Next.js Server Actions
- File archive via AWS and UploadThing

Crux

Design Lead
Frontend Lead

Remote (USA)
2023 – Present

Crux is an advertisement publisher for mobile games. My role is to design, create and maintain the two frontends and a design system.

Summary

- Redesigned and rebuilt the back-office app: a TypeScript Next.js 15 web app to create and publish ad campaigns, and more
- Create and maintain the Tempo Design System: a Figma document, an NPM module and a documentation site built in Next.js

- Brainstorm with executives to turn ideas into new products and features, from wireframes to design to prototypes to final app code
- Redesigned and restyled the client application: a TypeScript Next.js 15 app that displays ads as an overlay on mobile games
- All design created in Figma
- Photoshop work to demonstrate possible ads to clients
- Design of pitch deck presentations for investors

CoinAlpha / Hummingbot

Product Designer
UI Designer
UX Engineer
Design Engineer

Remote (USA)
2020 – 2023

I was hired as a UI/UX designer and ended up working as a design engineer. With time, I also became the product designer of the mining platforms.

It was my responsibility to make everything visual look and feel better. I ended up performing a double function, delivering both the design concept and its implementation.

I created a design system, in design and in code: the Hummingbot Design System (github.com/hummingbot/hbui).

Responsibilities

- Improve and maintain the UI design and UX of our digital products
- Design new apps and components
- Create and maintain the company's design system
- Understand user behaviour and create design solutions to improve adoption
- UI/UX design of most apps, both internal and public-facing
- Design, implementation and maintenance of React websites
- Design of brand materials (business cards, posters, t-shirts, banners) and promotional materials (landing pages, campaign banners, pitch decks)

Notable mentions

- Created custom software to extract Figma tokens from our Figma design system document, without any third-party software or plugins
- Designed new apps from scratch in record time, from brainstorming to wireframe to high fidelity in less than a week, by leveraging our design system

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Mote

UI/UX Engineer

Remote (UK)
2020 – 2021
mote.com

- Creation of a new design system and its code implementation
- UI/UX design in Figma
- React implementation of all designs, with Emotion
- Stories for each component in Storybook
- UI design of the new Google Slides integration (Figma) and its implementation (React, Emotion, Storybook)
- Redesign of the Mote Card (Figma)
- Implementation of the new Mote Card with real-time visualisation of microphone input

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Timewith

Product Designer
UI Designer
UX Engineer
Frontend Engineer

Hybrid remote, London (UK)
2018 – 2020

Timewith was an online therapy marketplace offering a range of web applications to help clients connect with therapists, together with digital tools to help therapists run their practice online.

I was hired as lead frontend developer, and in less than a year became the lead designer and product designer.

Collaboration with the CEO

The CEO, Mark Tsirekas, and I spent many hours creating and discussing ideas remotely in Figma, as the team was spread across several countries. In these long design sessions we created and iterated user flows, wireframes, diagrams comparing the risks of different strategies and definitions of A/B tests, and brainstormed design ideas.

The Timewith application

The main Timewith application was a feature-rich React app, fully responsive and mobile-friendly, with instant messaging, secure payments with Stripe, SMS notifications, booking and scheduling of therapy sessions, availability management with full calendars, natural-language forms, server-rendered listings and high SEO standards. I was responsible for its maintenance, the development of new features, and a full redesign.

The Assistant application

A scheduling and payments automation tool designed specifically for therapists, created from the ground up by the CEO and me. We went to great lengths to optimise the experience for therapists, with a lot of focus on user guidance, expectations management and outcome achievement. After the planning phase, I built the frontend MVP in about two weeks.

The design system

This was the time when design systems started becoming popular. I developed our custom design system to make frontend development easier and the resulting UI consistent and bespoke. The design language was translated into rules and design tokens, which in turn styled React components, made available to developers as NPM modules. Every component was listed in a Storybook, where developers could preview it, see how it responds at each breakpoint, and get the code needed to implement it.

Divvit

Product Designer
UI Designer

Remote (Sweden)
2016 – 2018

Divvit was an online e-commerce analytics tool. My job was to redesign the application, the corporate website and the brand materials, and to design diagrams and flowcharts to guide the design and development teams. UI and UX decisions were based on measured user behaviour, using our own analytics toolset.

The main application was a full-featured analytics dashboard, with visualisations of data such as KPIs, conversion funnels, data tables and various chart types.

Design

- Created and maintained the design of the dashboard, exploring innovative funnel design concepts
- Designed an adorable mascot for the brand, The Wizard
- Reinvigorated the brand without changing the logo, with a new colour palette and visual style
- Produced a complete new style guide: typography, colours, UI and component styles
- Designed e-commerce reports in PDF and email versions

Marketing

- Created a promotional video with After Effects animations, edited screencasts, audio and music
- Quick designs for marketing campaigns, as short or single-page PDFs and web versions
- Interactive, print-friendly eBook PDFs in InDesign
- Quick mock-ups for agile marketing posts on social networks, mostly LinkedIn and Twitter

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Maloon

Frontend Developer

Remote (Germany)
2015 – 2016
socialhub.io

Maloon's product SocialHub is a social media tracking and analytics tool for government agencies.

I joined a team of developers working on a heavy JavaScript application built with Backbone.js, and developed a new build system to bundle and test the project using Gulp and Browserify.

NQ Digital Agency

Frontend Developer

Remote (Portugal)
2014 – 2015

Frontend development for the agency's new football bets application, FTSpy.com.

Shareagift

Frontend Developer

Remote (UK)
2013 – 2014

A remote freelance frontend developer role for a client in London, working from my office in Portugal. My duty was to develop all the frontend modules and components needed to implement the company's website, backed by .NET.

This was a very rewarding project: my first true remote work experience, and everything worked out smoothly. We designed an experience that delighted thousands of users.

Details

- Worked remotely from Portugal, travelling occasionally to London for work and meetings
- Used Trello, Basecamp and HipChat for communication and management
- Developed the website's frontend elements (HTML5, CSS, JavaScript), integrated into a .NET project by the in-house team
- Materialised the designer's Fireworks designs and InVision prototypes

- Created many bespoke JavaScript modules, animations and reusable components
- Integrated third-party JavaScript plugins
- Used Git for version control and CodeKit to compile LESS and JavaScript

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Seegno

Frontend Developer

Portugal
2013
seegno.com

A single-project job developing HTML, CSS and JavaScript for a new website, using Twig templates, LESS styles and Twitter Bootstrap 3 on a Symfony 2 backend.

Miniclip

Flash Developer
Frontend Developer

London (UK)
2012
miniclip.com

- Joined the team developing the new gaming software platform
- Built and maintained several modules within the framework
- Developed several UI components for Flash and Shockwave games
- Implemented the Facebook integration of the Avatar module
- Implemented solutions to ease the coordination of work shared by the design and programming teams

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StreamUK

Flex Developer

London (UK)
2011

- Joined the team developing the video platform based on the Kaltura framework
- Created the new sharing module used across the video players
- Redesigned the company's main product line, with new logos for each product
- Improved the company's website design

Independent

Graphic Designer
Flash Developer

Portugal
2011

- Provided outsourced Flash development and graphic design services to other companies, for digital signage applications
- Developed integrations of 3D with physics and motion effects

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Edigma

Flash Developer
Graphic Designer

Portugal
2007 – 2011
edigma.com

- Designed and developed AIR applications for digital signage on large multi-touch screens, for trade-show exhibits, and for computer desktops
- Designed and developed Flash for the web: complex dynamic websites and rich internet applications using AMFPHP and SWFAddress
- Developed ActionScript 3 apps using FlashDevelop and SWCs
- Designed software interfaces in Adobe Fireworks and Illustrator
- Developed applications using motion and light sensors
- Every project was different and required constant research for new solutions
- A very fast-paced role

Independent

Student
Freelancer

Portugal
2002 – 2007

During this time I attended university and worked freelance for clients around the world.

- Designed and developed ActionScript 1 and 2 websites, components and banners
- Created complex Flash animations using tweening engines
- Created brand and corporate identities
- Designed print materials, such as flyers and posters for public events

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Econe AG

Art Director
Flash Developer

Germany
2000 – 2002

- Designed and maintained the company's corporate identity, and redesigned it to look more modern
- Handled all in-house print for corporate identity, branding, marketing and promotion
- Worked closely with the marketing department and coordinated the work of other designers
- Designed the company's website
- Designed and developed Flash components, portable presentations and animations

Phix Advanced Technologies

Graphic Designer
Flash Developer

Germany
1999 – 2001

My first full-time job in an internet and software agency. The company was later acquired by Econe AG.

- Used Photoshop and Illustrator to design all the imagery and web design the company produced
- Started learning Flash and coding
- Created Flash components and animations, and my first full-Flash website

HONOURS

1st prize

December 2013

Minho Empreende ideas competition, pitching a vision for interactive touchscreens in public spaces.

Best in class

October 2009

Fashion & Style Award, as multimedia and web developer of susanagateira.pt.

Qualification

May 2009

NewWebPick, as multimedia and web developer of azulaico.com.

LANGUAGES

English	Native or bilingual proficiency
Portuguese	Native or bilingual proficiency
Spanish	Full professional proficiency
German	Intermediate proficiency
Italian	Can read
French	Can read

EDUCATION

Escola Superior de Artes e Design

Multimedia + Sound & Image
Caldas da Rainha, Portugal · 2006 – 2009

FUN FACTS

Design. I have used Adobe Photoshop since version 4, released in 1996.

Development. I have coded ECMAScript since 1999. I can write vanilla code to achieve almost anything.

SOME ACHIEVEMENTS

- Became a rare breed of veteran designer and coder with a great eye for detail
- Created an online reservations platform that is used by thousands of people every month
- Designed and coded complete design systems that are actually used by people
- Received the 1st prize in an entrepreneurship contest
- Rebranded companies and helped them succeed
- Dramatically improved the design of many digital products
- Created countless applications from scratch for clients around the world
- Received honours for applications and websites created
- Successfully managed projects and teams
- Contributed to the open-source community
- Initiated multiple junior designers and developers

REFERENCES

Afonso Barbosa

Product Designer (CW) at Facebook; Co-Founder, ImpactMarket; Co-founder, EDIGMA.COM S.A

“I can recommend Brandao as a person with great eye for details and deep expertise of Flash/Flex. Dedicated and open minded programmer, a person you can trust when you want to be sure that important tasks need to be completed.”

José Cardoso Mokriya; Compucorp	“António is a brilliant guy and a pleasure to work with. His deep knowledge and understanding of technology is perfectly balanced with an accurate eye for design and a sense of visual style and structure that you can't find in too many professionals out there. He is a truly creative developer and you just can't help to have fun with him around. I definitely recommend Antonio for anyone looking for a top-notch multimedia developer.”
Helder Pereira CEO & Owner at Unloop	“Brandao is a perfectionist, with a great sensitivity for crafting motion and great user experiences. He is able of successfully combining technology and art in all projects he is involved in. It was a pleasure to work with Brandao and I'll highly recommend him to anyone looking for an Interactive Developer.”
Luis Oliveira Art Director at Seegno	“With a keen eye for detail and excellent coding and design skills, Brandao produces work of the highest quality and I wouldn't hesitate to recommend him.”
Nuno Santos CEO & Owner at Imaginando	“Antonio is the best Adobe Flash user interface designer/programmer I had chance to know in my whole professional life. His perfectionism when dealing with small animation details and layout flow are simply outstanding. Antonio is one of those skills that you would want to have by your side.”

More on LinkedIn: linkedin.com/in/antoniobrandao