

Camilla Romero
Product Designer
& UX/UI

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[Portfolio Dribbble](#)
[Amalgam Use Case](#)

Experience

Product Designer
Rocket Lawyer UK

London, UK (Remote)
September 2021 — Present

Creating different research projects involving new and recurring users to identify pain points. Discovering a list of opportunities to increase rates in the platform. Running usability test of new features. Working on maintaining the new Foundation Design System while collaborating with engineers, designers and marketing team.

Product Designer
Echobox

London, UK
February 2021 — August 2021

Focused on delivering of new features and products including Echobox Newsletters. Designed components that optimises data gathering in order to increase performance of the product. Led usability tests to identify possible improvements of the minimum viable product version of the product.

Product Designer
Exponential Ventures

Chicago, USA (Remote)
September 2019 — September 2020

Led the design of Amalgam, a highly customizable solution designed to create AI models for problems of all sizes. Translated design decisions into style guides, patterns and reusable components for other teammates and worked closely with developers and stakeholders to align project's goals.

Creative Designer
Senac-rs

Porto Alegre, Brazil
November 2016 — October 2018

In November 2016 I joined the Visual Team in Senac. Illustrated model characters and accessories based on references, and collaborated with animators. Edited videos and created motion design when needed. Supported the team with everything that was design and illustration related.

Graphic Designer
Senac-rs

Porto Alegre, Brazil
October 2015 — October 2016

Participated in the conceptualization, planning and design of editorial pages and educational creative material and worked on products through creative planning, design and final production across formats – print, digital, online. In addition, created infographics and illustrations for editorial design.

Graphic Design Intern
Point Blank Creative

Vancouver, Canada
April 2015 — September 2015

Created new graphics based off of existing creative ideas, assisted on multimedia production, designed and produced video effects such as animated titles, transitions, and motion. Tackled design needs for infographics, blog articles and email templates. Assisted with the management of typography, logos, icons and branding.

Education

Postgraduate Diploma - Game Design
FMU

São Paulo, Brazil
February 2017 — July 2018

Bachelor's Degree - Graphic Design
Uniritter

Porto Alegre, Brazil
March 2011 — December 2016

Graphic Design For Marketing
KPU

Richmond, Canada
June 2014 — September 2015

Skills

- Adobe XD
- Figma
- Material Design
- After Effects
- Premiere
- Photoshop
- Illustrator
- Indesign
- Notion