

BRUNO PAVANI

Senior Product Designer | UX/UI | SaaS | Enterprise UX | Design Systems

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SUMMARY

Senior Product Designer with 15+ years of experience in UX/UI, Product Design, and Enterprise SaaS platforms.

Specialized in designing complex workflows, internal tools, and scalable systems. Strong experience in improving operational efficiency, reducing manual processes, and designing AI-assisted and data-driven workflows.

Proven track record of reducing process time, improving usability, and aligning design with business goals and engineering constraints.

CORE SKILLS

Product Design
UX Design / UI Design
Enterprise UX / SaaS Platforms
Complex Workflows / Internal Tools
Design Systems / Component Libraries
Interaction Design / Information Architecture
User Research / Usability Testing
Prototyping / Wireframing
Service Design / Process Optimization
AI-assisted UX / Data-driven Design
Cross-functional Collaboration
Agile / Scrum

TOOLS

Figma, FigJam, Miro
OutSystems (Low-code platform)
Jira, Trello, ClickUp
Adobe Suite (Photoshop, Illustrator, After Effects)
AI tools (UX workflows, research, prototyping support)

PROFESSIONAL EXPERIENCE

Evolve (UK, remote) | Senior UX/UI Designer | Jan 2025 – Dec 2025

Designed and improved enterprise SaaS applications and internal tools using OutSystems (low-code platform).

Focused on complex workflows, approval processes, compliance systems, and data-heavy interfaces.

Redesigned approval workflows, reducing end-to-end process time by ~60% and decreasing rework caused by incomplete or incorrect data.

Improved compliance and review workflows, reducing case handling time by ~30% through better interaction design, validation logic, and navigation.

Designed and maintained a Design System in Figma, aligned with OutSystems technical constraints, improving consistency and reducing development duplication.

Collaborated with Product Managers, Engineers, and Business Stakeholders to translate business requirements into scalable UX solutions.

Keywords: SaaS, Enterprise UX, Internal Tools, Workflow Design, Design Systems, UX/UI, OutSystems

BestGift! (Brazil) | Product Designer & Service Designer | Nov 2023 – Nov 2024

Led service design and product design initiatives to improve end-to-end operations, e-commerce experience, and internal workflows.

Conducted workflow analysis and created a service blueprint (current state → future state) to identify bottlenecks across sales, production, and delivery.

Identified critical dependency on third-party suppliers and supported the decision to internalize production processes, improving delivery time and cost control.

Increased production capacity by ~35–40%, reduced lead time (~12 → ~8 days), and reduced error rates (~15% → ~5%).

Improved system adoption by structuring usage of existing tools for lead tracking, production management, and operational visibility.

Contributed to e-commerce improvements, aligning product availability, stock visibility, and customer expectations.

Keywords: Service Design, Process Optimization, Workflow Analysis, Operations, E-commerce, UX

Ironhack (Brazil) | Lead UX/UI Design Teacher | Mar 2022 – May 2023

Applied UX and product design methodologies to improve the learning experience across multiple cohorts.

Used data-driven decision-making based on surveys and qualitative feedback to identify issues and prioritize improvements.

Implemented continuous improvement cycles (feedback → analysis → iteration → validation) to optimize content delivery and student engagement.

Improved student satisfaction by ~10% in key cohorts and contributed to near ~100% satisfaction in later classes.

Keywords: UX Research, Continuous Improvement, Data-driven Design, Service Design

Happmobi (Brazil) | Senior UI/UX Designer | Jun 2020 – Mar 2022

Designed UX/UI for web and mobile applications focused on digital learning products.

Created user flows, wireframes, and high-fidelity interfaces to improve usability and engagement.

Collaborated with product and development teams to ensure implementation feasibility and consistency.

ADDITIONAL EXPERIENCE

MDS Orlando — Senior UX/UI Designer

UOL Educação — Interaction Designer

Galerie GP — UI Designer & Front-End Developer

REDZERO — Game Design Teacher

EDUCATION

B.A. in Digital Design — Anhanguera Educacional (2009–2012)

Design Circuit 2.0 — UX, UI & Product Design (2021–2022)

Leadership Course — Escola Conquer (2023)

LANGUAGES

Portuguese (Native)

English (Fluent)

Italian (Basic)