Rafaela Duarte Junior Interaction Designer

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PROFILE SUMMARY

- **Junior Interaction Designer** with **2 years** on the train and bus booking flows of a travel app, after 3 years making app motion at a Lisbon studio.
- Works daily in **Figma** and **ProtoPie**, animates in **After Effects** for **Lottie**, and runs unmoderated tests in **Maze**, with enough CSS to talk easing curves with front-end engineers.
- Strongest in **loading and error states**, **transition timing** and **prototype testing**, with a motion background that shows in specs engineers don't have to guess at.
- Sits in a squad with a senior designer, a product manager and 5 engineers, and joins every sprint demo to check the build against the prototype.
- Keeps the squad's motion spec page up to date and walked **2 new designers** through it in their first month.

TECHNICAL SKILLS

Prototyping & Design Tools:	Figma, ProtoPie, Smart Animate, Figma Variables
Motion & Animation Tools:	After Effects, Lottie, Rive, Easing curves
Flow Mapping & Information Architecture:	User flows, FigJam, Card sorting
Usability Research Tools:	Maze, Dovetail, System Usability Scale
Accessibility & Assistive Tech:	WCAG 2.2 AA, VoiceOver, TalkBack, Reduced motion
Platform Guidelines & Front-End:	Apple Human Interface Guidelines, Material 3, HTML, CSS
Handoff & Product Analytics:	Figma Dev Mode, Jira, Amplitude

EDUCATION

University of Lisbon, Faculty of Fine Arts — **B.A. in Communication Design** — Lisbon, Portugal · Sep 2017 to Jul 2020

Interaction Design Foundation — **Certificate in Mobile UX Design** — Remote · Aug 2023

WORK EXPERIENCE

Omio — **Junior Interaction Designer** — Berlin, Germany · Oct 2023 to Present

- Mapped the seat selection and booking change flows for trains and buses, including sold-out, split-ticket and expired-fare paths, and cut the steps to change a booking from **9 to 5**.
- Built **14 ProtoPie prototypes** running on real timetable data for search and checkout, so the squad could try ideas on a phone before anyone opened a Jira ticket.
- Designed skeleton, partial-results and retry states for search results, cutting "is it still loading?" comments in tests from 9 of 12 participants to **2**.
- Ran 10 unmoderated Maze tests on the payment error flow, then reworked the messages and the retry button until recovery from a declined card rose from **44% to 71%**.
- Added reduced-motion versions for all **31 animations** in the booking flow and fixed the focus order in the passenger details form, checked with VoiceOver and TalkBack.

Bliss Applications — **Motion Designer** — Lisbon, Portugal · Aug 2020 to Sep 2023

- Exported onboarding and empty-state animations for 12 client apps in retail, media and banking as Lottie files instead of video, cutting animation file size by about **70%**.
- Designed the swipe-to-archive and pull-to-refresh motion for a media client's iOS app, keeping accidental archives under **2%** in the first month after launch.
- Wrote timing and easing notes for every animation handed to developers, which cut motion rework requests from about 1 in 3 deliveries to **1 in 10**.