

# Daniel Canabrava Torres

Senior AI Product Designer · LLM Interfaces, Agentic UX & Design Systems

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## PROFESSIONAL SUMMARY

Senior AI Product Designer with 13+ years delivering user-centered digital experiences, specialising in LLM-powered interfaces, conversational UI, and the unique design challenges of non-deterministic, AI-native products — including uncertainty communication, trust design, graceful failure patterns, and AI output experiences. Proven track record of translating large language model capabilities and constraints into intuitive, high-craft interfaces that users can trust. Deep expertise in design systems, Figma-to-code alignment, and design-to-engineering handoff, with enough technical literacy in HTML/CSS, React, and Storybook to collaborate closely with engineers and bridge the design-to-development gap effectively. Actively builds with a modern AI tooling stack (Claude Code, Figma Make, Google AI Studio, Pencil.dev) to accelerate design workflows at every stage. Equally comfortable leading end-to-end product design under ambiguity and partnering directly with AI researchers, engineers, and product teams at fast-moving organisations.

## CORE COMPETENCIES

### AI Product Design

LLM interface design · conversational UI · agentic UX · AI output design · trust & uncertainty communication · graceful failure patterns

### Interaction Design

HCI principles · micro-interactions · animation · responsive behaviour · accessibility (WCAG 2.1 AA)

### Design Systems

Component documentation · Storybook · design tokens · Figma-to-code alignment · handoff workflows

### AI Design Tooling

Claude Code (rapid prototyping & code generation) · Perplexity (deep research & design brainstorming) · Google Stitch · Google AI Studio

### Prototyping

High-fidelity interactive prototypes · Figma · Framer · ProtoPie · code-based prototypes (HTML/CSS/React) · user flow validation

### Technical Literacy

Foundational knowledge of HTML/CSS · React · TypeScript — sufficient to read component code, contribute to Storybook documentation, and collaborate fluently with engineers in design-to-dev contexts

### Research & Validation

Usability testing · HotJar · Maze · Google Analytics · Heap · data-driven design decisions · UX performance metrics

### Design Tools

Figma · Framer · Webflow · Sketch · Adobe XD · Adobe Illustrator · Adobe After Effects

### Leadership

Mentoring designers · stakeholder communication · design rationale storytelling · cross-functional influence · UX culture building

## PROFESSIONAL EXPERIENCE

### UX Engineer

Nov 2025 – Mar 2026

Nortal · BTG Group – Capstone Technology | Core

- **Rapid Wireframing & Concept Tool:** Built an internal AI-powered tool using Claude Code to rapidly generate wireframes and design concepts from brief prompts, and documented interaction patterns — dramatically accelerating early ideation cycles and enabling the team to evaluate more design directions in less time.
- **Code-Based Prototyping:** Leveraged Claude Code to produce functional, interactive prototypes directly in the browser, communicating complex interaction intent to engineers and stakeholders without requiring

full development cycles.

- **Design Documentation & Storybook:** Authored component demos and design specifications inside a Storybook library, working alongside engineers in a TypeScript and React environment — reading and contributing to component documentation with sufficient technical literacy to ensure design fidelity in production.
- **Mobile Design Inventory:** Developed a comprehensive mobile component inventory integrating AI-generated documentation, reducing handoff ambiguity and ensuring traceable, consistent design-to-development updates.
- **Interaction Quality Advocacy:** Partnered with Product Managers to audit usability and interaction quality in production, proposing design solutions that preserved experience goals without disrupting engineering timelines.

## Senior UX Designer — LLM & AI Products

Oct 2024 – Nov 2025

Nortal · Markerr (Real Estate AI Analytics Platform)

- **Business Impact:** UX improvements to Markerr Data Studio — spanning data visualisation redesign and end-to-end product experience — contributed to an approximately **~40% increase in company revenue**, and drove a measurable shift in market perception: Markerr evolved from being seen solely as a high-quality data provider to being recognised as a product company in the Real Estate industry.
- **LLM UX Design — Ask Markerr:** Led end-to-end UX design for *Ask Markerr*, an LLM-powered natural language query experience — grounding design decisions in behavioural design insights, user personas, and structured user flows before translating them into interface solutions. Designed for the full complexity of AI-generated output: streaming responses, confidence indicators, partial results, and graceful failure states.
- **Generative UI (GenUI):** Designed interaction frameworks for a GenUI system in which LLMs and AI agents dynamically construct, assemble, and render new interface components on the fly — establishing patterns for handling runtime-generated UI that preserved consistency, accessibility, and user trust across unpredictable output structures.
- **AI Workflow Integration:** Applied Perplexity for deep design research, competitive analysis, and AI-feature brainstorming — and Google AI Studio to prototype AI-driven interaction patterns and validate design decisions at pace with a fast-moving product roadmap.
- **UX Performance Framework:** Defined and implemented a data-driven UX performance metrics framework, establishing measurable baselines for continuous design improvement across AI product surfaces.
- **Design Culture:** Championed user-centred design principles across a distributed team, introducing structured design review processes and AI-specific handoff documentation standards.

## Senior UX Designer

Apr 2023 – Aug 2024

AI Solutions

- **Prototype-Driven Validation:** Delivered design solutions through high-fidelity interactive prototypes paired with structured usability testing reports, enabling stakeholders to make confident decisions on complex AI-augmented product interactions.
- **Design Leadership & Mentorship:** Mentored 15+ peers on user-centric and interaction design methodologies, raising team-wide consistency in applying design standards — reducing review cycle time and improving design quality across concurrent product tracks.
- **Stakeholder Storytelling:** Articulated design rationale backed by user research and behavioural data, connecting design decisions to measurable business outcomes and ROI — translating design value for non-design executives.

## UX Design Lead

Jun 2020 – Dec 2022

Ilia Digital

- **Design System Architecture:** Directed the full design system lifecycle — token architecture, component specification, interaction documentation, developer handoff, QA review, and team adoption — ensuring consistent parity between Figma components and front-end implementations across multiple product teams.
- **Design Token Leadership:** Spearheaded the adoption of design token architecture and structured handoff workflows, enabling scalable, version-controlled design decisions across engineering teams.
- **Prototype-First Culture:** Introduced a prototype-first validation approach using detailed interactive prototypes and user test analyses, reducing costly late-stage development revisions and accelerating design-to-production cycles.

## Senior UX Designer

Nov 2017 – Jun 2020

### Capgemini

- **AI-Powered Audit Platform:** Led UX/UI design for an AI-powered auditing platform at the Brazilian Federal Court of Accounts, achieving a **63% reduction in report creation time** through redesigned information architecture and streamlined interaction flows — a direct, measurable business impact from design decisions.
- **Accessibility at Scale:** Revamped the Court's main lawsuit management system applying WCAG-aligned interaction patterns and semantic design principles, significantly improving task efficiency for hundreds of public auditors daily.
- **UX Consultancy & Coaching:** Consulted and coached the in-house design team on UX methodologies, design system principles, and design-to-development alignment across government-scale, high-complexity products.

## Senior UX Designer

Feb 2017 – Nov 2017

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- Led a cross-functional design team presenting iterative UI concepts and overseeing usability testing sessions to validate design decisions with real users.
- Conducted comprehensive user research and benchmark analyses to guide product direction and continuously refine interaction quality.

## EDUCATION & CERTIFICATIONS

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<b>AI For Designers – Certificate</b>	2024
Interaction Design Foundation	
<b>UX Management: Strategy and Tactics – Certificate</b>	2023
Interaction Design Foundation	
<b>Human-Computer Interaction (HCI) – Certificate</b>	2018
Interaction Design Foundation	
<b>Information Visualization – Certificate</b>	2018
Interaction Design Foundation	
<b>Gamification: Creating Addictive User Experiences – Certificate</b>	2019
Interaction Design Foundation	
<b>Leading for Creativity – Certificate</b>	2017
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<b>Conducting Usability Testing – Certificate</b>	2016
Interaction Design Foundation	
<b>Bachelor's Degree in Media Studies</b>	2013
Universidade Católica de Brasília	