

Matheus Albuquerque

Senior Product Designer

Product Strategy · UX · Design Systems · Complex Digital Products

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PROFESSIONAL PROFILE

Senior Product Designer with over 10 years of experience in digital products for FinTech, Web3, SaaS, ERP, GovTech, and Desktop and Mobile games. I work from strategic definition and information architecture to high-fidelity interfaces, Design Systems, and delivery to engineering. My focus is on transforming business rules and complex flows into clear, scalable, and viable experiences for the product.

KEY COMPETENCIES

PRODUCT

Product Strategy
Discovery
Information Architecture
Journeys and Flows
Prioritization and Functional Definition

DESIGN AND DELIVERY

UX and Interaction Design
Design Systems and Tokens
High-Fidelity Prototyping
Functional Documentation
Handoff and Technical Follow-up

HIGHLIGHTED EXPERIENCE

Corvi 2026 - Present

Senior Product Designer

Involvement in strategy, UX, UI, and Design Systems for Controle Já, FG Comércio, CBMPE, and BRINN+, covering enterprise platforms, complex operations, and public digital services.

Klever Ecosystem 2021 - 2026

Product Designer

Contributed to Wallet, Browser Extension, KleverSafe, VoxSwap, and Bitcoin.me, working on self-custody, transactions, portfolio, DeFi, security, and cross-platform experiences.

MoonLabs (Klever Games Studio) 2025 - 2026

Senior Product Designer

Led UX direction and architecture for the redesign of Devikins, as well as interfaces and visual system for the MVP of Dobro Goranku.

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EXECUTIVE RESUME · SENIOR PRODUCT DESIGNER

SELECTED PRODUCTS

Klever

Self-custody ecosystem with mobile wallet, browser extension, integration with hardware wallet, DeFi, and cross-chain products.

FinTech · Crypto · Web3

Controle Já

B2B SaaS platform for inventories, suppliers, collaborators, costs, and invoices, with modular architecture and scalable Design System.

Enterprise SaaS · B2B

FG Comércio

ERP for commercial operations, logistics, transport, finance, billing, and order management.

ERP · Operations · Finance

CBMPE

Digital journeys for issuing AVCB, document analysis, inspections, requirements, and citizen services.

GovTech · Public Services

MoonLabs

Conceptual and UX redesign for Devikins, as well as interfaces and visual system for the launched MVP of Dobro Goranku.

Gaming · Game UX · Visual Systems

PREVIOUS EXPERIENCE

Locus Custom Software - Senior Product Designer, 2018-2020

Global Quarks - Product Design Consultant, 2019-2020

UpGrowth - Product Design, 2019

WFH Design Company - Product Design Consultant, 2020

TOOLS AND METHODS

Figma · FigJam · Miro · Linear · Notion · Jira · PostHog · GA4 · Firebase · HTML · CSS · React · Next.js · Tailwind CSS · Storybook · Git · ChatGPT · Codex · Claude

EDUCATION AND LANGUAGES

EDUCATION

Technologist in Graphic Design - UNINTER

Specialization in Digital Interfaces - UNIBRATEC

LANGUAGES

Portuguese - Native

English - Advanced

"Good design does not eliminate complexity. It organizes it."

I have a special interest in products where architecture, clarity, and scalability are essential to the experience.