

Tiago Gonçalves

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ABOUT ME

I have **12+ years** of experience turning complex problems into simple, scalable products - from early concepts and MVPs to mature platforms and design systems.

I combine **product thinking**, **design strategy** and **hands-on craft** to help teams work better and move faster, increasingly using AI across research, exploration, prototyping and implementation.

I'm also a dad, illustrator, tinkerer, videogame and boardgame enthusiast, and nominated **creator** on Figma's Community.

SKILLS

Product Design Design Thinking Design Leadership AI-assisted design
User Experience AI Prototyping User Research Design Systems
Visual Design Design Process Illustration

WORK EXPERIENCE

Intaker 2025 - Present

Lead designer for Intaker's AI-powered B2B technology suite for law firms.

Paytient 2021 - 2025

Lead product designer for Paytient's mobile/web apps and dashboard. Created Paytient's Design System and implemented a Figma based design organisation and workflow. Conducted user research, led workshops and grew the design team from 2 to 5 designers.

knok Healthcare 2020 - 2021

I've led the design effort and created and implemented the knok Design System - which is now being used across multiple web-based products for patients, doctors and hospital administrators.

Nagarro Product Studio 2018 - 2020

UX Designer on several digital products and pitches, including Sony, BMW, Verizon and RMS. Created and maintained a design system, including product illustrations.

Jumia 2017 - 2018

UX Designer for several Jumia web and mobile products. Created Jumia's global styleguide and component library, used across several Jumia products.

7egend 2014 - 2017

UX Designer on mobile focused projects (iOS, Android and Windows), websites, TV apps, wearable apps and interactive experiences. Speaker on Microsoft Tech Refresh 2015 with the talk 'A fresh look into Windows 10 UI/UX Design'.

EDUCATION

IPCA - Escola Superior de Design 2009 - 2013

Graphic Design