

Dionísio Salvador

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Sixteen years across product, branding and campaign work — the last four designing Learninghubz, a 10-person e-learning platform. These days, I'm mostly focused on product design: making complex flows feel clear, crafting thoughtful screens, and building the systems behind them.

EXPERIENCE

Product & UI Designer

2022 – 2026

LEARNINGHUBZ — E-LEARNING PLATFORM · 10-PERSON TEAM

- Designed the UI and UX for Learninghubz's web application, used by 30+ client organisations—creating user flows, interface designs, and interactions across the product.
- Built and documented the product design system, covering inputs and forms, data display, navigation, overlays, and feedback states; specified and maintained it asynchronously with a remote team.
- Designed and developed the trilingual company website in Webflow, spanning ~25 page templates across English, Spanish, and Portuguese. More recently, rebuilt it using Claude connected to Webflow, Figma, and Vercel—prototyping in working HTML before converting and deploying.
- Led the company rebrand, creating a new logotype and visual identity and rolling it out across web video, LinkedIn and Google Ads, brochures, and exhibition stands.
- Ran the brand side too — social graphics, video editing, motion graphics, campaign direction and stand design.

Senior Graphic Designer

2018 – 2022

ADTRICK — INDIE CREATIVE AGENCY, LISBON

- Led design in a six-person studio, delivering 20+ campaigns a year across advertising, branding, web and UI, video, and social.
- Designed for Samsung, IKEA, Nivea, Tetra Pak, Leroy Merlin, Teka, Electrão, and Penha Longa Resort.
- Ran design for NOWA, a sustainable marketing campaign that accounted for roughly 60% of the studio's output, alongside restaurant branding and websites.

Freelance Designer

2015 – PRESENT

DIONYSUS ARTWORK — LISBON

- Led branding and web design for 30+ direct clients, working remotely from pitch through to delivery—covering identity, websites, and campaign materials.

Art Finisher / Pre-Press

2013 – 2015

PRINTIPO — INDÚSTRIAS GRÁFICAS

- Prepared artwork for digital and offset production, including colour and image treatment, vectorisation, pagination, and packaging design.

Graphic & Web Designer

2011 – 2013

PLATINUM TRADERS & INVESTMENTS

- Designed and built websites in HTML/CSS and WordPress, alongside UI, brand identity, label, and product design. Clients were mostly Angolan companies, briefed and produced from Lisbon.

Web & Graphic Designer

2011

RED SKY TECHNOLOGIES — DUBLIN, IRELAND

- Designed UI, WordPress sites, online banners, brand assets, event materials, and e-books during a six-month Leonardo da Vinci scholarship placement in Dublin.

UI Designer & Front-end Developer

2010

BABEL

- Designed the UI and developed ActionScript 3.0 for an e-book library application for Samsung Smart TVs.

SKILLS & TOOLS

PRODUCT & INTERFACE	Figma · Adobe XD · UI/UX design · Design systems · Prototyping · Responsive web design · Accessibility-aware design
WEB & DELIVERY	HTML/CSS · Webflow · WordPress · Vercel · Claude Code · AI-assisted design-to-code workflows
BRAND & PRINT	Adobe Illustrator · Photoshop · InDesign · Lightroom · Visual identity · Art direction · Typography · Print production
MOTION & VIDEO	After Effects · Premiere Pro · Cinema 4D · Code-based motion · Post-production for web and paid social
COLLABORATION	Linear · Notion · Obsidian · Cross-functional work with engineering and marketing · Async, remote-first collaboration

AI IN PRACTICE

DESIGN TO BUILD	Use Claude connected to Webflow, Figma, and Vercel to take work from design decision to deployed page without a hand-off.
RAPID PROTOTYPING	Turn ideas into working HTML with Claude Code, using models through Antigravity or Hermes when better suited to the task. Faster to assess—and discard—than a static mock-up.
MOTION	Bring a long-standing After Effects practice into code with Claude, so motion can ship as part of the interface rather than as a rendered asset.
RESEARCH & SYNTHESIS	Use parallel agent workflows and NotebookLM for competitor, market, and content research.
GENERATIVE MEDIA	Integrate image and video generation into commercial production for concepting, asset creation, and iteration.

EDUCATION

BA, Communication & Multimedia Design

Lisbon School ETIC_ · 2008 – 2010

Leonardo da Vinci Scholarship

Dublin, Ireland · 2011

LANGUAGES

Portuguese	Native
English	Fluent — working language since 2011

PORTFOLIO & RIGHT TO WORK

PORTFOLIO	dionysusartwork.com — case studies covering the Learninghubz design system, product UI, and design-and-build work.
RIGHT TO WORK	Portuguese citizen (EU/EEA) — employable throughout the EU, including through an employer of record.

WORKING REMOTELY

I’ve worked remotely for more than a decade—at Learninghubz, in earlier roles, and with direct freelance clients since 2015. Based in Portugal (UTC+0/+1), I overlap comfortably with European and US East Coast working hours.

I’m looking for a permanent product design, UI, or design-engineering role, either directly or through an employer of record. I’ve previously worked in Ireland, and English has been my working language throughout my career.