

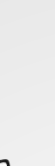
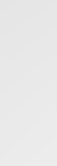
# DIOGO PACHECO

## UX-UI DESIGNER

LISBON, PORTUGAL

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## PROFILE

I'm a true optimist, with analytical skills, an organized mind and an absolute determination to always give my best. This gives me the ability to learn fast, adjust and adapt to change and my curiosity and drive keeps me continuously learning.

But above all, **I think before I act.**



## W O R K

FEV 2024 - SEPT 2024

VILA GALÉ HOTELS ▶

### HEAD DESIGNER

I was the company Designer, managing the needs of both the Marketing Department and all of the 44 Hotels that the company operates:

PORTUGAL

32 HOTELS

SPAIN

1 HOTEL

BRASIL

10 HOTELS

CUBA

1 HOTEL

## P R E V I O U S L Y

MAR 2022 TO FEB 2024

YDIGITAL MEDIA ▶

### SENIOR DIGITAL DESIGNER

I managed the **Design Department**, in charge of Performance, Daily workflow and UX design projects. Improving our internal processes is a major challenge in any organization, and my skills of managing teams in high-stressful environments were vital to get the job done.

We were a team of 4, and I was one of them, working also as a Designer.

## UX UI DESIGN

We had a lot of different UX projects, but mostly:

WEBSITE REDESIGNS

LANDING PAGES

RICH MEDIA

WEBSITE CREATION

## DIGITAL MARKETING MEDIA

We provided multiple format artwork for the Social Media and Campaign Teams:

IMAGE POSTS

VIDEO POST

BANNERS ADS

PRINT

1080X1080  
10SECONDS  
INTERSTICE  
PRESSKIT



## PROJECT MANAGEMENT SOFTWARE

We used Clickup on a daily bases, to manage all the department workflow.

## A C A R E E R I N E V E N T S

2006 -2020

LAST LAP ▶

Started working as a Designer in 2007, and for 14 years I worked also in many different roles with many different responsibilities **at the same time.**

GRAPHIC DESIGNER

13 YEAR'S

COMMERCIAL DIRECTOR

5 YEAR'S

CREATIVE DIRECTOR

12 YEAR'S

PROJECT MANAGER

14 YEAR'S

ACCOUNT MANAGER

9 YEAR'S

## CLIENTS

During my time in the company, I accumulated roles and worked for years with many big brands, like



## S T U D Y

### UX-UI DESIGN

APR\AUG 2020

EDIT. - DISRUPTIVE DIGITAL EDUCATION

### URBANISM

98/03 (INC.)

UNIVERSIDADE LUSÓFONA (ULHT)

### APPLIED MATHEMATICS

94/98 (INC.)

FACULDADE DE CIÊNCIAS FCUL

## T O O L S

I WORK WITH ALL THE  
MAJOR DESIGN TOOLS FOR:



DESIGN

+



UX-UI

PHOTO

VECTOR

MOTION

PRINT

3D

I've collected some of my UX work in one single Figma project file that you can browse here:

PORTFOLIO



REACH ME AT

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DGVP - 2023