GABRIEL TECCHIO MAZUCO

Senior Product Designer | Senior UX/UI Designer

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Professional summary

Senior Product Designer and UX/UI Designer with over 12 years of experience in design. Experience in UX/UI Design, digital product strategy and end-to-end processes, from discovery through delivery and post-delivery monitoring. Skilled in qualitative and quantitative research, design sprints, personas, user journeys, Figma prototyping and usability testing. Background in legacy system and design system evolution, institutional branding, and collaboration with development teams and stakeholders in agile cycles. Experience designing solutions for education, finance and laboratory operations, as well as administrative systems, dashboards, point-of-sale interfaces and photo sales platforms.

Professional experience

VYOO

Senior Product Designer | 02/2026 to 10/2026

Designed improvements to legacy administrative systems and management dashboards.

Designed point-of-sale (POS) interfaces and photo sales platforms.

Developed the design concept for self-service kiosk experiences.

EZEZË

UX Designer (03/2025 to 10/2025)

Conducted discovery and market research to identify actual user needs. Created data-informed personas, journeys and strategic insights. Prototyped desktop and mobile platforms in Figma. Collaborated with developers to ensure the technical feasibility of solutions. Explored solutions and the specific needs of the education market in depth.

MOUTS TI

Senior UX Designer (03/2024 to 03/2025)

Conducted discovery and market research to map needs. Created personas, user journeys and data-informed strategic analyses. Improved legacy systems with a focus on usability and design system evolution. Prototyped desktop and mobile platforms in Figma. Collaborated with development teams to ensure technical alignment. Planned and conducted qualitative and quantitative research to assess impact. Delivered consistently in agile cycles. Specialized in solutions for the financial market and its specific requirements.

TALENTS TECNOLOGIA

UX/UI Designer (05/2023 to 03/2024)

Conducted discovery and industry research using design sprints. Designed end-to-end digital product flows. Created wireframes to validate interfaces. Developed insights, personas and user journeys. Prototyped desktop and mobile platforms in Figma. Conducted usability tests to validate hypotheses and experiences. Worked directly with clients on continuous platform optimization. Wrote user stories to align with development teams. Defined sprints together with the technical team. Monitored deliveries throughout the development cycle. Presented structured feedback to stakeholders. Used agile methodologies for planning and delivery to accelerate processes. Improved platform performance through advanced UX and usability practices. Followed projects throughout their evolution, from concept to final delivery.

SIGMA LINS

UX/UI Designer - Freelance (04/2022 to 01/2023)

Created the company's institutional branding. Conducted discovery and research in the laboratory sector. Developed insights, personas and user journeys. Prototyped a desktop platform in Figma. Conducted usability tests to validate solutions. Worked with clients to implement continuous improvements. Used agile methodologies for planning and delivery. Implemented new features to optimize laboratory management routines.

OZITECH

UX/UI Designer (05/2022 to 11/2022)

Conducted discovery and industry research. Developed insights, personas and user journeys. Prototyped desktop and mobile platforms in Figma. Presented and tracked sprints with stakeholders. Led meetings with development teams. Created task cards organized into delivery sprints. Used agile methodologies for planning and delivery. Monitored compliance with deadlines for platform code delivery.

BELTLAB

UX/UI Designer (01/2020 to 11/2022)

Conducted discovery and research to understand products. Created corporate websites and digital materials. Developed insights, personas and user journeys. Redesigned platforms to improve usability. Prototyped platforms, websites and landing pages in Figma. Presented and tracked sprints with stakeholders. Conducted usability tests to validate solutions. Created storytelling narratives to guide development. Used Hotjar for post-delivery monitoring and improvement recommendations. Managed teams using agile methodologies. Organized requests into task cards and sprints. Used agile methodologies for planning and delivery. Implemented continuous improvements to the user journey. Monitored platforms to identify opportunities for further development. Applied usability and layout best practices.

Education

MBA in Interaction Design

MBA in Marketing, Creativity and Innovation

Completed undergraduate degree in Product Design

Tools

Figma | Microsoft Office | Intermediate Excel | Adobe suite (Photoshop, Illustrator, XD, InDesign)

Additional information

Intermediate English. Available to start immediately and travel.