

Experience

2023 → NOW

Klaviyo · Lead Product Designer

Shipped Composer, Klaviyo’s AI assistant, in 2026. It’s now used by 138K+ people, including 27% of mid-market and enterprise users. I designed it for people wary of AI, with previews that show exactly what it will change. I also used frontier models to rethink how design works, so designers contribute directly to production.

Before that, as the sole designer, I built Klaviyo Reviews from zero to one. It’s now rated 4.8★ on the Shopify App Store, and that work earned my promotion to Lead.

2021 → 2023

Klaviyo · Sr. Product Designer

Shipped Dynamic Content, which replaced raw code with readable personalization and clear fallbacks, so non-technical marketers can personalize at scale without breaking emails. Led design on the email builder redesign. Mentored up to 5+ designers at once as the team grew from 3 to 60+.

2018 → 2021

Klaviyo · Product Designer

Sole designer on the mobile team. Designed the Push and SMS content builders and set interaction patterns that shaped other product areas.

2014 → 2018

Intrepid / Accenture Digital · UX Designer

Design lead on iOS, iPadOS and Android apps.

2012 → 2013

Aquiris Game Studio · Interface Designer

Game UI for Cartoon Network, Coca-Cola and Boticario.

Education

2013 → 2014

Rochester Institute of Technology

Exchange · New Media Design, GPA 4.0, Brazil Scientific Mobility Program.

2009 → 2015

Universidade Federal do Rio Grande do Sul

Visual Design Major, Bachelor of Science Degree

SKILLS

AI-Native Workflows  
Design-to-Production  
Design Systems  
Mentorship & Crits  
Product & Interaction Design  
Figma

INTERESTS

All things interactive  
Pixel art  
Photography  
Cycling, running  
Videogames

HONORS

AnDevCon Guest Speaker

FEATURED ON

Lovers Magazine ↗  
Into Design Systems Conference ↗

OTHER

1 Second Everyday ↗  
Klaviyo Design Podcast ↗