

Nicolý Dandara

Product Designer

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Summary

Product Designer, T-shaped across UX, UI, and code, designing software in-house at consumer scale. Ships production software at consumer scale, pairing directly with engineering rather than handing work off. Prototypes in Figma and in code, and uses AI tooling daily from discovery through production. Distills ambiguous problems and feedback into clear, focused solutions, and communicates them in writing.

Skills

Figma, prototyping, working within design systems, HTML/CSS, TypeScript, React and Next.js, accessibility, AI tooling (Claude Code), screens and flows, design critique and feedback, async written communication, usability testing and experiments, continuous discovery, Android, APIs and integrations.

Professional Experience

Independent — Design and Engineering

Remote, Brazil | 03/2026 - Present

- Designed and shipped two production websites end to end — concept, visual identity, interaction design, front-end, accessibility and deploy — alone in the codebase, with Claude Code as the daily working environment: adandara.com, carrying an accessible Web Animations API layer and a markdown-to-PDF pipeline, and servico-museu.vercel.app, publishing an academic service design study as a site.

Stone Co. — Product Designer

Remote, Brazil | 06/2022 - 03/2026

- Designed payment terminal software running across 22+ device models and 4.5M+ active payment terminals, delivering consistent payment UX nationwide.
- Refined key screens and flows for a new payment technology as sole designer, defining success criteria and delivering production-ready specs under a compressed timeline.
- Led 2 zero-to-one product launches across 3 platforms and 4 organizations, scoping and proposing the work and aligning cross-functional stakeholders.

QuintoAndar — Product Designer

Remote, Brazil | 12/2021 - 04/2022

- Designed and iterated on high-fidelity prototypes and production features for Brazil's largest rental platform, pairing with engineering and product through continuous discovery and delivery, running usability experiments and using qualitative and quantitative data to drive decisions.

Education

Universidade Estadual de Minas Gerais — Bachelor's in Graphic Design

05/2021 - Present

- Thesis: Service Design Framework for Museum User Experience

Centro Federal de Educação Tecnológica de Minas Gerais — Technical Degree in Computing

05/2017 - 03/2021

Projects

- **Links Amarelos** — Self-published monthly newsletter of curated links and original essays on media and internet culture. <https://nydndr.substack.com>
- **Ondas Amarelas** — Self-produced podcast of long-form audio essays on media and culture, with original sound design. <https://open.spotify.com/show/043Gs7eyY2KOlotEWSTSxB>