

Daniel Canabrava Torres

Senior Product Designer | LLM Interfaces · Behavioral Design · Analog and Systems Thinking | 13 yrs on the craft. Turning non-deterministic systems into experiences people can rely on.

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PROFESSIONAL SUMMARY

Senior AI Product Designer | UX Strategist for Trust in Non-Deterministic Systems

UX/Product strategist who designs trust into AI-powered SaaS products. 13+ years turning complex, non-deterministic systems into experiences users can rely on – from shipped government-scale AI platforms to LLM analytics and generative UI systems in high-growth SaaS companies.

I design trust to fit the stakes: reshaping model inputs, making system behaviour legible, and giving users explicit control to correct outputs. Battle-tested at scale – a 63% reduction in audit report creation time at Brazil's Federal Court of Accounts and strategic LLM/GenUI prototypes that helped reposition a real-estate SaaS company for acquisition (~40% revenue growth).

Technically literate (React, TypeScript, Storybook, Claude Code) and a close partner to engineering, I ship high-craft trust architectures on small, fast-moving SaaS teams.

CORE COMPETENCIES

AI Product Design

LLM interface design · Conversational UI · Agentic UX · AI Output Design · Trust and Uncertainty Communication · Graceful failure patterns

Interaction Design

HCI principles · Micro-interactions · Responsive behaviour · Accessibility (WCAG 2.1 AA)

Design Systems

Component documentation · Token architecture · Figma-to-code Alignment · Handoff workflows

Behavioural Design

Applied behavioural economics and design psychology (self-taught practitioner)

Prototyping

High-fidelity Interactive Prototypes · Figma · Framer · AI-Assisted Coded Prototype

Technical Literacy

Elementary level in HTML/CSS · React · TypeScript

Research and Validation

Usability testing · HotJar · Maze · Google Analytics · Heap · data-driven design decisions · UX performance metrics

Tools

Figma · Framer · Webflow · Sketch · Adobe Illustrator · Perplexity · Codex · Claude Code · Cursor · Obsidian

Leadership and Mentorship

Mentoring designers · Stakeholder Communication · Design Storytelling · UX culture building

PROFESSIONAL EXPERIENCE

UX Engineer

November 2025 – March 2026

Nortal | BTG Group – Capstone Technology | Core

- Rapid Wireframing and Concept Tool: Built an internal AI-powered tool using Claude Code to rapidly generate wireframes and design concepts from brief prompts, dramatically accelerating early ideation cycles and enabling the team to evaluate more design directions in less time.

- Code-Based Prototyping: Leveraged Claude Code to produce functional, interactive prototypes directly in the browser, communicating complex interaction intent to engineers and stakeholders without requiring full development cycles.
- Design Documentation and Storybook: Authored component demos and design specifications inside a Storybook library, working alongside engineers in a TypeScript and React environment.
- Mobile Design Inventory: Developed a comprehensive mobile component inventory integrating AI-generated documentation, reducing handoff ambiguity and ensuring consistent design-to-development updates.

Senior UX Designer – LLM and AI Products

October 2024 – November 2025

Nortal | Markerr (Real Estate AI Analytics Platform)

- Business Impact: UX improvements to Markerr Data Studio contributed to approximately 40% increase in company revenue, repositioning Markerr from a data provider to a recognised product company in Real Estate.
- LLM UX Design – Ask Markerr: Led end-to-end UX design for an LLM-powered natural language query experience, designing for streaming responses, confidence indicators, partial results, and graceful failure states.
- Generative UI (GenUI): Designed interaction frameworks for a GenUI system where LLMs and AI agents dynamically construct and render new interface components on the fly.
- UX Performance Framework: Defined and implemented a data-driven UX performance metrics framework, establishing measurable baselines for continuous design improvement across AI product surfaces.

Senior UX Designer

April 2023 – August 2024

AI Solutions

- Prototype-Driven Validation: Delivered design solutions through high-fidelity interactive prototypes paired with structured usability testing reports.
- Design Leadership and Mentorship: Mentored 15+ peers on user-centric and interaction design methodologies, raising team-wide consistency and reducing review cycle time.
- Stakeholder Storytelling: Articulated design rationale backed by user research and behavioural data, connecting design decisions to measurable business outcomes and ROI.

UX Design Lead

June 2020 – December 2022

Ilia Digital

- Design System Architecture: Directed the full design system lifecycle including token architecture, component specification, developer handoff, QA review, and team adoption.
- Design Token Leadership: Spearheaded adoption of design token architecture and structured handoff workflows, enabling scalable version-controlled design decisions across engineering teams.
- Prototype-First Culture: Introduced a prototype-first validation approach, reducing costly late-stage development revisions and accelerating design-to-production cycles.

Senior UX Designer

November 2017 – June 2020

Capgemini

- AI-Powered Audit Platform: Led UX/UI design for an AI-powered auditing platform at the Brazilian Federal Court of Accounts, achieving a 63% reduction in report creation time through redesigned information architecture and streamlined interaction flows.
- Accessibility at Scale: Revamped the Court's main lawsuit management system applying WCAG-aligned interaction patterns, significantly improving task efficiency for hundreds of public auditors daily.
- UX Consultancy and Coaching: Consulted and coached the in-house design team on UX methodologies, design system principles, and design-to-development alignment.

Senior UX Designer

February 2017 – November 2017

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- Led a cross-functional design team presenting iterative UI concepts and overseeing usability testing sessions to validate design decisions with real users.
- Conducted comprehensive user research and benchmark analyses to guide product direction and continuously refine interaction quality.

EDUCATION AND CERTIFICATIONS

AI For Designers - Certificate

Interaction Design Foundation
2024

UX Management: Strategy and Tactics - Certificate

Interaction Design Foundation
2023

Human-Computer Interaction (HCI) - Certificate

Interaction Design Foundation
2018

Information Visualization - Certificate

Interaction Design Foundation
2018

Gamification: Creating Addictive User Experiences - Certificate

Interaction Design Foundation
2019

Leading for Creativity - Certificate

IDEO U
2017

Conducting Usability Testing - Certificate

Interaction Design Foundation
2016

Bachelor's Degree in Media Studies

Universidade Catolica de Brasilia
2013