



Larissa Miranda Batista

UI/UX Designer

Basel, Switzerland

Hold a valid work permit B

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LinkedIn

[larissambatista](#)

Portfolio

[uxlarissa.com](#)

Education

Graduated in UX Design (2019)

Uniritter Laureate International
Universities

BSc. Design (2015)

Mackenzie Presbyterian University

Certifications

The Branding Masterclass

Udemy, Oct 2024

Figma Course

cfPRO, Nov 2022

Metrics for Digital Products

Udemy, May 2022

OKR Master

ilegra, Jul 2022

Conferences

URCA25 — User Research Conference

Workshops and talks on user research,
AI, and accessibility

Languages

English, Portuguese and Italian.
Learning German since June 2026.

Skills

Figma, Re-design, Prototypes
Heuristic analysis, Design system
User interviews, Usability tests

UI/UX Designer with 7+ years of experience creating user-centered digital products in agile and multidisciplinary environments. My work is grounded in UX research, usability, and collaborative problem-solving, translating business goals and user needs into clear, effective, and accessible experiences. I have contributed to mobile applications, internal platforms, and legacy-system redesign initiatives, with experience in workshops, user interviews, usability testing, user flows, prototyping, and design systems. I am passionate about designing solutions that are both functional and meaningful, always aiming to improve the relationship between people and technology.

Experiences

WellD, Switzerland — UI/UX Designer

Sep/2023 - Jul/2026

- Designed user-centered mobile applications and internal digital products, balancing user needs, business goals, and technical constraints.
- Facilitated workshops with stakeholders and cross-functional teams to collect requirements, align priorities, and support decision-making.
- Created interface solutions, flows, and prototypes to improve usability and ensure consistency across digital experiences.
- Contributed to brand and digital design initiatives for internal and client-facing projects.
- Collaborated closely with developers and product stakeholders throughout the design process, from discovery to delivery.

Ilegra, Switzerland (Remote) — UI/UX Designer

Dec/2019 to Apr/2023

- Designed UX/UI solutions based on user needs and business goals.
- Conducted discovery activities, including interviews, usability tests, and workshops.
- Created user flows, prototypes, and service blueprints to support product decisions.
- Contributed to legacy-system redesign projects in agile multidisciplinary teams.

Aegro, Brazil — UX/UI Designer Internship

Feb/2019 to Nov/2019

- Supported the evolution of the company's Design System.
- Conducted usability tests, surveys, and navigation analysis.
- Gathered user insights through weekly calls to support design decisions.