

My name is Altino Alexandre, but my friends call Alex. I've been living in the Bay Area for about a year and half. I was born in Brazil in a family where my father was a businessman in the marketing field and my mother was an art school teacher. Having grown up in an environment with both worlds, art and business, I believe that helped shape me into the designer I am.

I'm curious about consumer behavior as well as an enthusiast of new business ideas. Although I already worked in the field for a couple of years and have my own business, I couldn't help but still feel limited. I needed to get out of my comfort zone.

I'm always trying to improve my design thinking and skills in the field. I am currently pursuing a master's degree in Industrial Design at the Academy of Arts, and open to opportunities to collaborate with established or emerging companies in the Bay area.



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Experience

2020 - present | Sic Studios
Industrial Designer

Assisting in the stages of product development. Collaborating with the engineers, marketing and sales team.

www.sic.zone

2015 - 2019 | Estúdio 566
Mid-level Designer / Project manager

Focus on Strategic Design, Product Design and Product Engineering. Responsible for selecting design tools and methods and coordinating project teams. In charge of graphic, packaging, furniture and electronic product design projects.

www.estudio566.com.br

2014 - 2019 | Ipsilon Design
Co-Founder / Mid-level Designer

Responsible for all phases of the company's product design, production follow-up, social networking and sales.

www.ipsilondesign.com.br

2013 - 2014 | Estúdio 566
Junior Industrial Designer

Responsible for all steps on product development cycle. Strong emphasis on product engineering, CAD modeling (Solidworks) for production-ready products. More than 20 products developed.

2010 - 2012 | Paradesign
Industrial Designer Intern

Acting in several stages of product design, focusing on 3D modeling and rendering. Development of graphic materials such as logos, printed and digital materials.

2008 - 2010 | UDESC
Industrial Designer Researcher Intern

Researcher in project of ergonomic solutions for the design of flight simulators in an immersive virtual reality environment.

Education

2019 - 2021 | MA in Industrial Design
Academy of Arts University

2008 - 2012 | Industrial Design
State University of Santa Catarina

2010 - 2011 | Product Solidworks
SENAC

Recognition

Idea Brasil 2012

MCB 2014

Design Catarina 2015

Dubai Design Week 2016

10+ da Região Sul 2018

Skills

Color / Material / Finishing Design

Model Making (Prototyping)

3D Modeling / Rendering
(Solidworks, Rhino, Keyshot)

Sketching
(Manual and digital)

Adobe Package
(Photoshop, Illustrator, InDesign, XD)