

Mirela Proença

UI/UX & Product Designer

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I'm a UI/UX and product designer who loves turning everyday little frustrations into simple, friendly interfaces. I'm studying Design at PUCPR and at the Apple Developer Academy, where I'm learning to design and build iOS apps.

Education

2023 - 2026
Pontifical Catholic University of Paraná
Bachelor of Design · Focus on UI/UX & Product Design

2024 - 2026
Apple Developer Academy
UX/UI Design & iOS Development

Technical skills

UI DESIGN · UX RESEARCH · PROTOTYPING · DESIGN SYSTEMS · WIREFRAMING · USABILITY TESTING · BRANDING · ILLUSTRATION

Licenses & certifications

Design & UI

Figma: creating and evolving interface components
Alura · Oct 2025

Figma: components
Alura · Sep 2025

Figma: getting to know the tool
Alura · Sep 2024

UI Design: creating the design of a prototype
Alura · Sep 2024

UI Design: diving into digital interfaces
Alura · Aug 2024

Front-end

HTML and CSS: header, footer and CSS variables
Alura · Jun 2025

HTML and CSS: classes, positioning and Flexbox
Alura · May 2025

HTML and CSS: development environments, file structure and tags
Alura · May 2025

iOS development

iOS Application Development: Advanced Concepts
TIC em Trilhas · Jul 2026

iOS Application Development: Intermediate Concepts
TIC em Trilhas · Dec 2025

iOS Application Development Fundamentals
TIC em Trilhas · 380 hours · Jul 2025

Events & workshops

iFood Camp: connecting data, people and technology
iFood · Mar 2026

Ceramics workshop
Even3 · Oct 2025

The Wave Tour - Figma in Brazil: Real Cases, Real Impact
Friends of Figma, Curitiba · Aug 2025

50 Years of Design - 3rd Event
PUCPR · Aug 2025

FURF Talk - 50 Years of Design
PUCPR · May 2025

50 Years of the Design Program
PUCPR · Mar 2025

Repentina CBL
PUCPR · Oct 2024

Software

Ps · Ai · Id · Ae

Personal skills

Communication · Empathy · Collaboration · Critical thinking · Attention to detail · Time management · Willingness to learn

Selected work

Cleck!

Cleck!

The call sheet in your pocket

2026 · Team project · iOS app

An iOS app that helps assistant directors organize shooting schedules and keep the whole film crew on the same page.

- A survey of film students and interviews with professionals changed our focus from screenwriters to assistant directors.
- We used MoSCoW to prioritize features, and finished every must-have even after drastically reducing the scope.
- Built with Figma, Notion, SwiftUI and Firebase.

Alerta Enchentes RS

Alerta Enchentes RS

Real-time flood monitoring app

2024 · With Gabriela Munhoz · Academic project

A free app concept that helps people in flood-prone areas of Rio Grande do Sul, Brazil, follow river levels and rainfall in real time and reach rescue teams.

- Two surveys, with 46 and 47 people: 62% had received guidance on how to act, but only 25% found the available information sufficient.
- Designed two flows, for residents and for rescue teams, including a risk map and an SOS button.
- Delivered a visual identity, a style guide and high-fidelity prototypes.

View in Figma ↗

WebAluno PUCPR

WebAluno PUCPR

Student portal redesign

2024 · With Gabriela Munhoz · UI Design course

A redesign of the PUCPR student portal, making grades, schedules, payments and documents easier to find and manage.

- Defined the audience and business goals, then listed 12 usage scenarios.
- Mapped each scenario as a wireflow, around a dashboard and a clear top menu.
- Created a style guide and a component library in Figma.

Let's work together.

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