# Guilherme Anjos

Senior Product Designer

Helsinki, Finland
guianjos.com · hello@guianjos.com
LinkedIn · Figma Community

I design complex software where interfaces, technical systems and human workflows meet. Lead designer of Figma to Qt, which turns Figma designs into QML for embedded interfaces in medical and industrial products. I also design HMI interfaces and the design systems behind them.

## EXPERIENCE

Jun 2024 – now
Helsinki

**The Qt Company** · Senior Product Designer

`Figma to Qt · V1.0 Apr 2026 · 4,000+ users · replaced Qt Bridge`

Owned product design from day zero: MVP, three public betas, V1.0 and the releases since, with one UI designer, a product owner, a UX writer and 7–12 engineers.

- **Issues panel.** Moved QML conversion feedback into the designer's workflow: errors, alerts and info on the layer before hand-off, with single and bulk fixes.
- **Live Preview.** Design and generated QML side by side, with inspect mode; the Live Sync / Manual Sync choice shipped in V1.0.2; usage is being evaluated in PostHog.
- **Playground.** A learning file whose intentional mistakes trigger the Issues panel; designers learn QML rules by fixing them. Rebuilt for V1 as an infusion pump UI.
- **Design system.** Maintainer of Qt's internal design system; designed missing components in a branch and merged them back.
- **HMI concepts.** Designed three HMI concepts as test cases for the plugin (an EV driver display, an airborne weather radar display and a smart home hub), each with its own tokens, component library and themes, converted to QML (MPU target, Qt 6.12).
- **Research.** Benchmark of Figma-to-code plugins, usability sessions from first beta to launch, and discovery interviews with customer teams.

Aug 2021 – Nov 2023
Helsinki

**ZOAN** · Senior UI/UX Designer

- **Web3 and AI.** Led design on Web3, metaverse and generative AI projects with Unreal Engine developers and 3D artists.
- **Cornerstone.** Led the design of the staking UI.
- **Showrooms.** Designed several digital showroom and pixel-streaming experiences with Unreal Engine developers and 3D artists.
- **MetAmazonia.** Web and VR environment for an Amazon conservation area, streamed from Unreal Engine 5; research, interaction design and UI, tested with gamers and non-gamers.

2017 – 2021
São Paulo

**ICreate Soluções** · Co-founder, UX/UI Designer. Design agency; B2B SaaS for clients.

**Mars6** · UX Designer, 2019 – 2021. Product design agency.

## SKILLS

| | |
|---|---|
| **Design** | Interaction design · Information architecture · Prototyping · Design systems · HMI design · Design tokens and theming |
| **Research** | Benchmarks · Usability testing (Maze) · Discovery interviews · Analytics (PostHog) |
| **Tools** | Figma · FigJam · Figma Slides · Miro · Notion · Photoshop · Illustrator |
| **AI** | Claude · Claude Code · Figma MCP<br>For research synthesis, prototyping and building in code |
| **Code** | HTML and CSS basics |

## EDUCATION & LANGUAGES

2014 – 2018 — **Bachelor of Digital Design**, Centro Universitário Senac, São Paulo

2011 – 2015 — **3D Modeling**, MELIES, São Paulo · **Graphic Design**, Herzing College, Toronto

Languages — Portuguese (native) · English (fluent) · Spanish (advanced)