

Dinis Carvalho

Lead Product Designer Resume

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Designer with highly technical background in frontend development. I shine at alignment and collaboration with multiple roles and fostering happy and productive teams. Over the last 4 years my focus has been on AI app generation, where I'm co-inventor of a patented system and also conversational agents and automation.

My Skills

Focus Areas

- Developer Tools
- AI Tools & Agents
- App Development
- Design Systems
- Low-Code Platforms
- Education Platforms

Design & Research

- User Research
- Prototyping
- User Testing
- Design Systems
- Accessibility
- Figma
- Adobe suite
- 3d design

Development

- React
- TypeScript
- JavaScript
- CSS
- OutSystems
- NPM
- Node

My Experience

OutSystems

2016 - Present

Lead Product Designer (2025 to present date)

OutSystems Agent Workbench, a toolkit embedded on the IDE that allows customers to create fully customizable AI agents for apps and workflows.

Highlights

- Joined the project during early access and conducted multiple customer interviews about their experience.
- Lead design initiatives reacting to customer feedback, designing the prompt engineering and testing systems.
- Released for all customers during ONE Conference 2025.
- Lead the design of AI guardrails system, to be released soon.
- Pitched a vision for 2026 roadmap to senior leadership, aiming to solve several pain points identified, aligned with company strategic goals.

Impact

- Customers can create fully customizable AI agents using the OutSystems IDE with any AI model of choice.
- Safe agents by default, using out-of-the-box, customizable AI guardrails.
- More than 2000 certified developers creating agents in the first week.
- Dozens of agents in production in the first week.

Lead Product Designer (2021 to 2025)

OutSystems Mentor, an AI powered tool that generates fully functional apps based on user prompts and requirement.

Highlights

- Led research and design since the project foundation, from a team of 6 to a full value stream with with more than 50 people.
- Collaborated with PM and engineering across all stages, including go to market strategy.
- Collaborated with other 2 designers and 1 content designer.
- Ran more than 400 user tests to optimize the user interaction.
- Built a Figma plugin for automated regression testing in the design system.
- Shipped the product to general availability for all customers.

Impact

- An app that would take 2 weeks to develop now takes under 10 minutes.
- 100% adoption rate in early access program.
- More than 1000 apps generated on the first week.
- 4 apps in production on the first week.
- Data model accuracy estimated above 90%.
- UI diversity on generated apps below users expectations.

Team Lead (2016 to 2021)

OutSystems UI, the UI framework and design system used for all OutSystems apps.

Highlights

- Led a team of designers and developers for over 4 years.
- Built the framework from the ground up, with over 100 components.
- Achieved 100% WCAG 2.0 AA compliance across all components.
- Supported documentation and marketing activities over the years.

Impact

- Estimated 25% reduction in development time overall.
- Used in thousands of enterprise apps by 40k developers across the globe.

Hi-Interactive

2014 - 2016

Frontend Consultant

OutSystems Experts Team, a group that offer expert consultant services to customers developing complex projects.

Highlights

- Worked as a frontend developer in multiple projects.
- Had the opportunity to work closely with customers and learn about different businesses.
- Gradually started build a reusable component library, that would later be the foundation for OutSystems UI and trigger my move to R&D as a team lead.

Impact

- Helped unblock more than 10 projects and meet their deadlines.
- Started the foundations for OutSystems UI.
- OutSystems hired me based on this work.

LeYa

2012-2014

Game Designer & Developer

Educational games and activities used by students and teachers.

Highlights

- Started as a designer creating assets for the games/activities.
- Illustrations in 2d and 3d models for AR.
- Collaborated with designers, developers and educators.
- Gradually started coding to fix last minute bugs.
- Transitioned to developer full time.

Impact

- Shipped more than 100 game and activities.
- Used in schools across Portugal, Brazil, Angola and Mozambique.

My Education

Bachelor's degree in Communication and Multimedia Design

Escola superior de educação de Coimbra, Portugal

2008 - 2011

Broad program that covered many aspects of communication and multimedia. Video, audio, 3D design, programming, and visual design. This degree laid out the foundations for me to have a very wide range of skills and toolkit, making me a person that learns tools quickly and designs products and features with a user mental model.