CV — updated October 2026

Biliane Silva

Product Designer & Front-end Developer · Maceió, Brazil · UTC-3 — a full workday with US teams

bilianemoreira@gmail.com · linkedin.com/in/bilianesilva/ · github.com/biliesilva · behance.net/bilianemoreira · x.com/bili_mds

01 Experience

Aug 2025 — Oct 2026

Remote — United States

Front-end Developer

CoinFello

- Built the design system — token architecture, component library and the conventions that keep an interface coherent across contributors. 55 components, ready for dev.
- Implemented the system myself in typed React and Tailwind CSS, rather than specifying it for someone else to interpret.
- Adopted AI tooling into the daily workflow after the system was established, reviewing everything it produced as I would a junior's pull request.

TypeScript · React · Tailwind CSS · Design tokens

Nov 2024 — Apr 2026

Remote — Texas, United States

Front-end Developer

HyperPlay

- Worked in TypeScript and React on the interface I had previously helped design — written by hand, with no AI assistance.
- Carried design-system knowledge across the design/engineering boundary, which is where most systems quietly break.

TypeScript · React · Design tokens

Sep 2022 — Jan 2025

Remote — Texas, United States

Product Designer

HyperPlay

- Ran user research and interviews, and turned the findings into flows and interactive prototypes the team could argue with before anything was built.
- Responsible for the design system within the design team — token architecture, library and documented states — and built components for it, keeping it usable by the engineers consuming it.
- Also ran content and player support for over a year, troubleshooting with players and game developers, which fed straight back into the design.

Figma · Design tokens · Prototyping

Dec 2020 — present

Open source — remote

UX/UI Design Contributor → Front-end Contributor

Heroic Games Launcher

- Led the validation research in 2020 — desk research plus interviews with Linux users — which established that the product was worth building. It now has 500,000+ monthly users.
- Introduced surface-aware colour tokens and a semantic type scale that keep text legible across all 15 bundled themes.
- Built an atomic Modal and Button system and migrated every modal in the app to it — 1,250 lines added, 1,127 deleted across 60 files.
- Rebuilt the game page and settings on shared layout primitives (Panel, SettingsCard, SettingRow, Alert, Tabs, SpecCard) across 266 files.
- Contributed ~14,000 lines of TypeScript and SCSS across four public pull requests, each defended in open review.

TypeScript · React · SCSS · Electron · Figma

Oct 2021 — Nov 2022

Stockholm, Sweden

UI/UX Designer

Starbreeze Entertainment

- Proposed an accessibility improvement for players with motion sickness — a fixed centre-screen reference point — identified from my own experience rather than from a brief.
- Tested the game as a player to find real friction, and designed quality-of-life and menu improvements against a player base with a decade of habits.
- Made the game's 2D assets — icons and in-game items — primarily in Photoshop and Illustrator, consistent with a visual language that predated me by eight years.
- Brought the assets into the build myself through the studio's in-house engine, rather than handing them over for someone else to integrate.

Photoshop · Illustrator · Figma · In-house game engine

Feb 2016 — Nov 2018

Alagoas, Brazil

User Interface Designer

Freelance

- Built client websites on WordPress and Joomla, from design through to the live site.
- Designed logos and brand marks for small businesses.
- Photo retouching and image preparation in Photoshop.
- No hand-off to anybody: whatever I designed, I was also the one who shipped it. That habit started here.

WordPress · Joomla · HTML & CSS · Adobe CC

02 Earlier

2012 — 2014	Full-time parenting	Career break	Maceió, Brazil. Started law school in the same stretch.
2011 — 2012	Graphic Designer	COLET Sistemas de Gestão Empresarial	Company logo, website, direct mail, social channels, Google Ads and Analytics.
2010	Graphic Designer	Instituto Federal de Alagoas	Banners, logos and the institute's website.
2010	Web Designer	O Consolador (NGO)	Redesigned the website and blog, in HTML and CSS.
2009 — 2010	Photo Retoucher	Espaço Fotográfico	Where the pixel-level attention came from.

03 Skills

Product & UX

Discovery & problem framing

User flows & information architecture

Prototyping

Game & launcher UI

Usability testing

Design critique & facilitation

UI & Systems

Design tokens

Component libraries

Figma architecture & variables

Documentation

WCAG 2.2 AA

Motion & interaction design

Engineering

TypeScript

React & Next.js

Tailwind CSS & SCSS

Electron

Docker & databases

AI-assisted workflow

04 Education

2025 — 2026	Postgraduate Degree — Information Technology	Rocketseat
2023 — 2024	UX Design Upskill	Hyper Island
2023 — 2024	Product Design Immersion	Aela
2022 — 2023	Upskill — Business Development, Digitalization & Sustainability	Hyper Island
2022	UX and Product Design	Berghs School of Communication

2018	Bachelor of Laws (LL.B.) — passed the Brazilian bar exam (OAB) in my final year. Licence active; focus on digital law, data protection, AI and blockchain Internships: small claims courts, Regional Labour Court of Alagoas, Alagoas Public Prosecutor's Office	Brazil

05 Certifications

UX Design

Web Design

Visual Elements of User Interface Design

JavaScript Algorithms and Data Structures (300h)

4º React Conference Brasil

06 Languages

English	Full professional
Portuguese	Native
Spanish	Professional working