

Miguel Terrinha

Visual Communication Designer

São Domingos de Rana, Portugal
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SKILLS

Visual Identity and Branding

Editorial Design and Typography

Spatial Design and 3D Visualization

Photography and Image Editing

Concept Development and
Visual Research

Digital Experimentation

PROFILE

Designer with a background in Design and a master's degree in Design and Visual Culture, with a multidisciplinary practice focused on visual identity, editorial design, and spatial design.

I develop projects that combine conceptual thinking, graphic exploration, and different forms of visual representation, drawing on photography, 3D modelling, and digital experimentation.

SOFTWARE

Graphic and Editorial Design

Adobe Illustrator, Photoshop,
InDesign

Motion Design and Video

Rhino, V-Ray, Enscape, Blender

3D and Spatial Visualization

Rhino, V-Ray, Blender

Digital Interfaces

Figma

EDUCATION

Master's Degree in Design and Visual Culture

2024–2026
IADE — European University

Bachelor's Degree in Design

2020–2024
Faculty of Architecture, University of Lisbon

Secondary Education in Science and Technology

2017–2020
Colégio Marista de Carcavelos

LANGUAGES

Portuguese

Native

English

C2

SELECTED PROJECTS

CERCIOEIRAS

Development of a visual identity system in collaboration with CERCIOEIRAS, integrating its existing identity and the graphic expression of its service users into a cohesive and inclusive visual language.

SERPENSBY

A conceptual visual identity project exploring the fusion of two brands with distinct visual identities, Somersby and Kraken Rum, creating a distinctive graphic language that establishes a connection between them.

Entre Luz e Sombra

An experimental editorial design and artistic photography project developed in collaboration with ARIA, exploring mental health through typography, transparency, and layering. One of the graphic proposals was awarded, selected, and produced by the association.

