Profile & Goals

Moved from São Paulo to San Francisco to immerse myself in Design and Coding. Pursuing my dreams to create beautiful and easy-to-use user interfaces for web and mobile apps, and to explore new and exciting visual interactions for the future.

Gilmar Lira

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Skills

Coding
HTML5, CSS3, Javascript, PHP, MySQL and basic Objective-C.

Libraries and tools
D3.js, P5.js, jQuery, SASS, GRUNT, CodeKit, Smarty, Github and Atom.
Adobe Photoshop, Illustrator, InDesign, After Effects and Cinema 4D.

Extra
Very excited to learn new ways to collaborate and the newest technologies.
I enjoy working in multi-disciplinary teams in the intersection of Art and Technology.
I'm fluent in English, Spanish and Portuguese, and currently learning French.

Education

BA in Web Design & New Media (Aug/2015) — Academy of Art, San Francisco, CA.
Completed 4 semesters of BA in Graphic Design — Belas Artes, São Paulo, SP.
Completed 2 semesters of BS in Physics — University of São Paulo, São Paulo, SP.

Experience

Visual Interface Design Intern, Apple Inc., California, USA   2014 - 2014
- Swift blog front-end and back-end development
- Several updates and refinements throughout developer.apple.com

Apple Shop Specialist, Apple Inc., São Paulo, Brazil   2010 - 2011
- Opening of the biggest Apple shop in Latin America in 2010
- Project management role in the installation of 55 new Apple shops

Visual Merchandising Consultant, Apple Inc., São Paulo, Brazil   2008 - 2010
- Ensure the best shopping experience at each POS

Personal Mac Consultant, autonomous, São Paulo, Brazil   2006 - 2008
- Worked with small and medium corporate clients

Web Designer / Programmer, autonomous, São Paulo, Brazil   2000 - 2006
- Visual design and coding of interactive web sites (HTML/PHP/MySQL)