

Daniel Aucar

Junior UI/UX Designer

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I am a UI/UX Designer passionate about Design, with three years of experience in the graphic design industry, where I've done logos, and websites. Also, I have junior experience doing UI/UX Design at Vancouver Film School, and at FinalBoss, a brazilian company. I love to learn, and I can adapt to any team thanks to my patient and creative abilities.

EXPERIENCE

UI Artist

2019/10 - 2020/01 **The Path of Calydra** - FinalBoss, Unreal Grant Project, Brazil
(Unreal, third person, adventure, platform, PC and console, Team of 10)
Developed the art for the UI, with a modern vector style.
Pause Menu, Skill Selection Screen, Health Bar.
Did the iconography of all 16 skills the game have.

Junior UI/UX Design, Junior Level Designer

2018/10 - 2019/04 **Old Man's Tale** - Final Project at Vancouver Film School.
(Unity, On rail, first person shooter, PC, Team of 3)
Designed 5 minutes level inside Unity, using the Terrain Tool.
Developed the art direction for the UI/UX, with a illustrative stylized approach.
Main Menu, Pause Menu, Game Over Screen, Buttons, Sliders, HUD.
Coded the UI and the scree flow.
Screen Manager, Buttons, Sliders.

UI/UX Designer, and UI Programmer

72h Game Jam **Goblin EXE** – Vancouver Film School Summer Game Jam 2018
(2D, side scroller, endless runner, Unity. Team of 5).
Developed the art direction for the UI, with a cyberpunk approach.
Buttons, HUD.
Coded the UI and screen flow.

Level Designer

2018/08 - 2018/10 **Billy's Adventure** – Vancouver Film School Portfolio Project 2018
(3D isometric arcade style game for the PC, Unity. Team of 3).
Designed a level from prototype to beta, using the pro builder tool.
Worked together with the artist in order to create landmarks and areas in each part of the level, such as playground, and barbecue. In order to reduced the possibility of the player to get lost.
Worked together with the programmer to decide which mechanics to implement, and how I should design the level to improve mechanics we already have.

OTHER EXPERIENCE

2017 - Present **Aucarf Solid Waste Consulting** – Brazil

EDUCATION

2010/01 - 2015/01 **Faculdades de Campinas** – Graphic Design Bachelor Degree
2018/04 - 2019/04 **Vancouver Film School** – Game Design Diploma

PASSIONS

Drawing and Art

Love to stay tuned about art, visit museums, and get references for my artwork.

Support e-sport

Huge fan of e-sports and the competitive online gaming scene in general.

SKILLS

UI/UX DESIGNER

Games
Wireframing
Prototyping
Graphic Design
Adobe CC
Adobe Illustrator
Adobe InDesign
Adobe Photoshop

GAME DEVELOPER

Level Design
2D Layout
Whiteboxing
Set Dressing
3D Modelling
Autodesk Maya
Zbrush
UV Mapping
Texturing
Substance Painter
CODE
C#
Blue Print
Visual Coding
Project Management
Game Desing

SOFTWARE

Unity
Unreal Engine
Visual Studio
Visual Code
Microsoft Office

SOFT SKILLS

Organize
Team working
Receive Feedback
Give Feedback
Google Docs
Drawing