Gabriel Pule

Designer of beautiful, thoughtful and ease-to-use experiences

Senior Interface Designer
Decora

February 2018 - present | Florianópolis, SC - Brasil

Doing research, wireframing, prototyping and proposing new features and adjustments for the business plataform. Working with Sketch, Illustrator, Marvelapp, Unreal and Unity.

Lead Designer
Farmácias FTB

February 2015 - February 2018 | Garanhuns, PE - Brasil

Managing a small team to do great things. Working with illustrator, photoshop, XD, Protopie, after effects and dreamweaver, making site templates, UX/ UI for apps, researches, wireframes, prototypes and branding.

Designer
Valorize Design

March 2013 - December 2014| Garanhuns, PE - Brasil

Working with illustrator, photoshop, after effects and dreamweaver, making site templates, branding, UI/UX and VFX.

Game Designer
Northeast Games Studio

February - November 2012| Garanhuns, PE - Brasil

Concept and scenarios for the games, also doing the UI/UX part of it.

Designer
Studio C Comunicação

February 2011 - December 2012 | Garanhuns, PE - Brasil

Working with Corel Draw advertisement pieces and branding.

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gabrielcpule.github.io/portfolio/
gabrielc.pule@gmail.com

BS in Computer Science
UFRPE, Garanhuns, PE

Programs

Sketch
Adobe XD
Invision
Protopie
Axure
Marvel
Photoshop
Illustrator
After Effects
Dreamweaver
Unity 3D
Unreal 4
Corel Draw

Skills

User Experience
Interface Design
Prototypes
User research
Interaction Design
Visual Design
Game Design
Motion design for UI
Branding