

# Gabriel Pule

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

## UX/UI Designer **GeekHunter**

June, 2018 - present | Florianópolis, SC - Brasil

- Analyze and discover user needs with the product manager through data analysis, user interviews and research;
- Idealize and illustrate ideas for the user experience through user flow maps, wireframes, and sitemaps;
- Design the UI for new features and elements;
- Monitor and analyze an implementation, looking through the interaction, design, and metrics perspective, of the new features and improved features;
- Propose and Make features mockups and prototypes to show how they should exist and function;
- Prepare, present and discuss a characteristic, function or element with product team and stakeholders;
- benchmark and examine the best usability practices, based on the user need;
- Assist in design analysis of parts made by the marketing team;
- Constant analysis of the platform's visual and necessary adjustments to the user experience.

## Senior Interface Designer **Decora**

February 2018 - May 2018 | Florianópolis, SC - Brasil

Doing research, wireframing, prototyping and proposing new features and adjustments for the business platform. 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.

[gabrielcpule.github.io/portfolio/](https://gabrielcpule.github.io/portfolio/)  
[gabrielc.pule@gmail.com](mailto: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

## **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.

Working with Corel Draw advertisement pieces and branding.

## **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.