

Gabriel Pule

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

UX/UI Designer **GeekHunter**

Juny, 2018 - present | Florianópolis, SC - Brasil

- Discover and analyze user needs in conjunction with the project manager;
- 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 time and stakeholders;
- benchmark and examine the best usability practices, based on the user need;
- Assist in design analysis of parts made by marketing time;
- 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/
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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