

# Gabriel Pule

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

## UX/UI designer Seniôr **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.

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

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**BS in  
Computer Science**  
UFRPE, Garanhuns, PE

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## Programs

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

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## Skills

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