

Gabriel Pule

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

Lead Designer

Agência FTB

February 2015 - present | Garanhuns, PE - Brasil

Managing a small team to do great things. Working with illustrator, photoshop, after effects and dreamweaver, making site templates, UI / UX, branding, commercials and institucional videos.

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.

Researcher

Eleita Pesquisas

August 2008 - April 2011 | Garanhuns, PE - Brasil

Producing and conducting public opinion surveys

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

BS in Computer Science

UFRPE, Garanhuns, PE

Programs

Adobe XD
Invision
Photoshop
Illustrator
After Effects
Dreamweaver
Unity 3D
Unreal 4

Skills

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