

Guilherme Almeida

UI/UX Designer

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[LinkedIn](#)

[Portfolio](#)

Professional History

- **UI/UX Designer** Blankhans 2022 – 2023
Remote
Designed Coreborn's UI from the ground up, using wireframes and prototypes to visualize menus, HUD, inventory and crafting systems. Developed and maintained style guides to ensure UI consistency across departments. Worked closely with Game Designers, Engineers and Artists in and out of Unreal Engine to integrate designs into the game.
- **UI/UX Designer** Deck13 Interactive 2021 – 2022
Frankfurt am Main, Germany
Designed and improved game menus, HUD, and navigation flows for Atlas Fallen (PC, PS5, Xbox) with a player-centric approach, leading to solutions well-received by players and dev team alike. Produced wireframes and low-fidelity mockups to communicate concepts efficiently to the team.
- **Design Consultant / Freelancer** 2017 – 2020
Cologne, Germany
Designed and coded mobile and desktop interfaces for websites, web applications, and games. Collaborated with other designers and stakeholders to conduct user tests to refine user interfaces, improving usability and engagement.
- **Senior Graphic Designer** ESP-MG 2014 – 2017
Belo Horizonte, Brazil
As the lead of a small team, I oversaw an update of institutional branding and refreshed design guidelines yearly to promote consistency and reduce the time required to design communication products. Also collaborated with multidisciplinary teams to produce several publications and events.
- **UI/UX Designer** TiX Assistive Technology 2014
Belo Horizonte, Brazil
Conducted the redesign of the company's flagship product UI. In 4 months we went from the first prototype to finished product on an iterative process that saw the addition of new features, improved accessibility, and was validated through user testing sessions.

Education

- **M.A., Game Development and Research** 2017 – 2020
Cologne Game Lab, TH Köln — Cologne, Germany
- **B.A., Graphic Design** 2004 – 2007
Escola de Design, UEMG — Belo Horizonte, Brazil

Objective

To use my skills to enhance the user experience of unique and innovative games as part of a creative team.

Software

Unreal Engine / UMG

Unity 3D

Figma

Adobe XD

Photoshop

Illustrator

After Effects

Perforce

Git

JIRA

Skills

Prototyping

UI Animation

UI Design

Visual Design

Game Design

User-Centered Design

Player Psychology

Coding

C#

HTML

CSS

Languages

Portuguese

native

English

fluent C1

Spanish

intermediate B2

German

elementary A2