



Leonardo Burgatte

" I enjoy designing with the user in mind and to create content that is accessible to everyone.

I believe that great design is the idea of solving problems, accomplish goals and adapting itself to each situation based on the scope of a project, target audience and a diverse range of factors that create challenge and uniqueness to this field "

WHAT CAN I DO?

- UX & UI Design
- IA, Wireframes, Mockups & Prototyping
- Web & App Design
- Usability Testing
- Motion Graphics & Game Design

HARD SKILLS

- Photoshop, Illustrator, InDesign
- After Effects & Premiere Pro
- InVision, Sketch, Figma, XD, Balsamiq & Axure RP
- HTML, CSS, jQuery & JavaScript
- Unity & Autodesk Maya
- Microsoft Office

LANGUAGES

- | | |
|--------------|--------|
| - English | Fluent |
| - Portuguese | Native |

WORK EXPERIENCE

Netex Enterprises // UI & UX Designer

AUG 2018 - PRESENT

Toronto, ON

- Primary designer with the responsibility of conducting research, create wireframes, mockups & interactive prototypes for mobile (iOS & Android) and Web.
- Create user-centered designs by considering market analysis, customer feedback, and usability findings
- Prepare marketing and branding materials for the company and its clients
- Participate in client meetings and present designs and wireframes to the client

Freelance // UX & UI Designer

2015 - PRESENT

Toronto, ON

EA Games // Quality Assurance

SEPT / 2014

Burnaby, BC

- Test and search for eventual bugs to ensure that FIFA 15 Pro Clubs Mode and additional game areas were meeting all quality specifications

Digital Scapes // Quality Assurance

JULY / 2014

Burnaby, BC

- Responsible for testing the prototype of a survival game and conduct specific tasks in order to guarantee that the software does not present errors

EDUCATION

Interaction Design & Development Advanced Diploma

2016 - 2018

George Brown College | Toronto, ON

Game & Interactive Media Design Diploma

2013 - 2014

Vancouver Film School | Vancouver, BC

FEATURED PROJECTS

SHM // UX & UI, Web Design & Development

2018

- SHM Design + Arquitetura is an architectural firm based in Sao Paulo, Brazil. I was responsible for the design and development of their website and visual elements.

Cubus // UX Design, Branding & Motion Graphics

2018

- A modular & autonomous transit system that allows buses to attach/detach from each other generating a unique transportation experience.

Detroiteer // UI & UX Design, App Design & Branding

2017

- A mobile application for volunteers in Detroit. The app allows people to find and participate in a diverse range of activities with the objective of revitalizing their city.