

YURI CABRERA

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Swedish Citizenship

Stockholm, Kista

Sweden

■ SKILLS

- Graphic Design
- Branding Design
- UX / UI Design
- User Research
- Usability Testing
- Information Architecture
- Wireframes
- Prototyping
- Web Design
- App Design
- Motion Graphics
- Illustration
- Storyboarding
- Styleframes
- Kinetic Typography
- 2d & 3D Animation
- HTML
- CSS
- Java Script

■ TOOLS

- Figma
- Sketch
- Webflow
- Adobe XD
- Adobe Photoshop
- Adobe Illustrator
- Adobe Indesign
- Adobe After Effects
- Adobe Premiere Pro
- Autodesk Maya
- Cinema 4D Lite

UX/UI DESIGNER

Over the past five years, I have focused on user interface design for websites and applications, progressing from wireframes to final products while applying a user experience methodology and mindset. In the past ten years, I have also taken ideas from concept to creation by designing static and motion graphics for various platforms, including web, mobile, social media, and TV commercials. [Click here to watch my showreels!](#)

■ EXPERIENCE

REBTEL NETWORKS AB / UX/UI & MOTION DESIGN

2017 ————— // ————— 2025

Rebtel connects all migrants with their friends and family worldwide through different services like international calling and Mobile Top-Up.

- Conducted usability testing of the app and website, finding and addressing pain points.
- Collaboration with external UX designers, as well as design onboarding and payment flow for financial services, from low to high-fidelity prototypes using Figma and annotating wireframe specifications for developers.
- Design of the app's UI and components, ensuring that the visual and interactive design elements are cohesive and consistent, following the guidelines from (iOS) and Material Design (Android).
- Visual Design and maintenance of Landing pages with Storyblok CMS.
- Maintenance of the Rebtel design system and the integration in Figma previously done in InVision.
- Created new illustrations, designed icons, and animated GIFs while sourcing localized images, leading to an average increase of 0.20% in clicks, which significantly boosted revenue over time from automated communications.
- Concepts and design templates for ASO (App Store Optimization) building templates.
- Created wireframes, mockups, and prototypes of a bottom navigation bar and other features in the app.
- Motion design for different communications in the app.
- Designed and animated ads for Meta and YouTube across various marketing funnel stages.

ILP IMPORTANT LOOKING PIRATES VFX / 3D GENERALIST

2015 ————— // ————— 2016

ILP operates as a top international supplier of visual effects and has delivered some of the most iconic CG sequences of the 21st century.

- I modeled, sculpted, shaded, textured, lit, and rendered for TV shows such as Westworld, 11.22.63, and Black Sails.

■ EDUCATION

FRONTEND DEVELOPER

Hyper Island
2025 - 2027 // Stockholm, Sweden

PROFESSIONAL DIPLOMA IN UX DESIGN

UX Design Institute
2020 - 2021 // Dublin, Ireland

MASTER'S DEGREE IN ART

Swedish Council For Higher
Education (UHR)
Issued November 2013

BACHELOR'S DEGREE IN INFORMATIONAL DESIGN

ISDi High Institute Of Design
2005 - 2010 // Havana, Cuba

■ LANGUAGES

SPANISH (Native)
ENGLISH (Professional Working)
SWEDISH (Elementary)

■ OS

MAC OS
LINUX
WINDOWS

■ EXPERIENCE

HIGHTV 3D / **MOTION GRAPHIC DESIGNER**

2014 ————— // ————— 2015

The first 24/7 full 3D Family Entertainment Channel

- Design of 3D Stereo promotional videos using pre-made templates. Design and edit new templates for promos, bumps, and Broadcasts using After Effects.

TEEVOLI - MELANGE APPAREL AB / **GRAPHIC DESIGNER**

2014

Teevoli is an online retailer in the Streetwear segment, specializing in graphic t-shirts and accessories.

- I designed multiple tee-shirt graphics for a new collection. I also designed marketing communication materials (flyers, presentation cards, and banners for social media platforms such as Facebook, Instagram, and Twitter) using tools like Illustrator, InDesign, and

ICAIC / **GRAPHIC DESIGNER & 3D GENERALIST**

2006 ————— // ————— 2013

Icaic Animation Studios is a Cuban institution that produces cinematographic and TV works, animation audiovisuals, and video games.

- I handled set dressing, modeling, animation, shading and texturing, lighting, and rendering for the stop-motion short film "The Moon in the Garden", the 3D animated movie "Meñique," and 3D renders for the DVD authoring interface of the movie "El Benny." For the "International Documentary Festival Santiago Álvarez in Memoriam"
- Advertising Campaign, I contributed to illustration and graphic design through offset and screen printing posters, layout design for the magazine and other prints, and merchandise design (t-shirts, caps, and bags).

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CINTIA HENRIKSSON / **SENIOR PRODUCT MANAGER**

“... dedicated and talented designer who brings creativity and attention to detail to everything he works on. We collaborated at Rebtel, where he played a key role in transitioning our design system from InVision to Figma and contributed to various UX/UI projects, including new product and payment flows. He has a great ability to adapt to different needs—whether it's creating motion graphics, refining UI elements, or developing illustrations, he always approaches his work thoughtfully. He's also a genuinely nice person and a great teammate, making collaboration easy and enjoyable”

JULIA LOSCHININA / **GROWTH AT REBTTEL**

“It was a pleasure collaborating with Yuri on creative material at Rebtel. He demonstrated agile mindset and creative thinking to any need coming from the media team. His ability to understand small nuances for quite diverse set of needs and audiences combined with his design skills resulted into top class creative deliveries with high engagements. On top of that he is very easy to work with and overall pleasure to be around. Great addition to any team! “