

Arthur de Pádua Oliveira e Silva

Date of birth: 15/10/1984

Mobile: +55 11 98617 2027

E-mail: arthur.padua@gmail.com

Portfolio: <http://arthurdepadua.com>

LinkedIn: <http://www.linkedin.com/in/arthurdepadua>

Education

Bachelor in Industrial Design, from 2003 to 2008; São Paulo State University - UNESP, Brazil

Graduation Project

Chako Project - I designed a collection of toy art characters, animated them using photo manipulation and used as in-game characters. Also designed 2d environments.

Hard Skills

Graphic Design; Lettering and typography; Information architecture; UI Design; Motion Graphics and Animation.

Software Expertise

Adobe Suite: Photoshop; Illustrator; Flash for animation and interface prototyping.

After Effects for animation, post production, video prototyping and visual effects;

Other Tools: Scaleform GFX, SVN, Flowella and Axure for UI prototyping.

Work Experience

2011 – 2013 - Webcore Games as graphic and User Interface Designer

Several advergaming projects

- User Interface (information architecture, wireframing, art direction, asset planning)
- Brand design

2008 – 2010 - Ubisoft São Paulo as User Interface Designer

Worked on project Michael Jackson: The Experience Nintendo DS / Sony PSP:

- Designing User Interface (wireframing, art direction, asset planning, implementing)
- UI Prototyping and motion planning.
- 2d asset pipeline planning
- Animation and post effects on backgrounds, for PSP Version

Worked on project Imagine Detective, for Nintendo DS:

- Designing usable and functional User Interface and navigation systems.
- Developing methods to automate asset integration in the production pipeline

- Marketing Trailer Designer creation.
- Designed Zest typeface, for low resolution displays, to be used ingame.

2004 – 2008 – Applied Information Technology Laboratory - LTIA User Interface Designer

- Worked on digital TV projects, as Interface designer
- Worked as industrial and UX Designer of “Cowboy”, an embedded device for portable computing and education.

Presentations and lectures (as a speaker)

- Presented “Designing User interfaces for video games” at Game development Course, Pontifícia Universidade Católica, PUC Minas, October 2011
- Presented “Chako: Post Mortem” at Interdesigners 2008, São Paulo State University, August 2008

Contests and Awards

- 3rd Place Worldwide in Microsoft Imagine Cup 2007, Short film category, in Seoul, South Korea.
- Selected short film in Animamundi, international animation contest, year: 2008
- Finalist in Animamundiweb, international animation contest, years: 2005, 2004 and 2001.

Events and Conferences

N Design, 2004, 2006, 2007 as Attendee

R Design, 2007 as Attendee

Interdesigners, 2004 as Attendee

Interdesigners, 2008 as Attendee and Speaker

Attended to Global Game Jam, february 2012 and january 2013

Attended to São Paulo Game Jam, august 2012

Languages

Portuguese as native language

Good knowledge in English

Intermediate Spanish

Basic Japanese