Arthur de Padua

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About

I'm a **UI/UX designer working since 2008 on games** for consoles, PC, handheld, web and mobile. I'm able to drive the UI design process from planning to implementation and post-launch.

Education

Bachelor in Industrial Design

UNESP, Brazil, from 2003 to 2008

Design Skills

- UI Design, Graphic design, Typography and Lettering, Motion graphics and Animation
- Illustrator, Photoshop, After Effects for video prototyping and VFX

Software Skills

- Figma, Adobe XD, Axure RP and Animate for design, animation and UI prototyping
- Illustrator, Photoshop, After Effects for video prototyping and VFX
- Unreal Engine 5: UMG layouting, animation and interaction programming.
- . Material authoring and VFX for UI

Languages

Portuguese, English, Spanish, Basic Japanese

Work Experience

Sr. UI/UX Designer, QI Games

Mar 2022 - Dec 2022 | Calgary, Canada | Full Time

- Wireframing, prototyping, UI art direction and asset planning.
- Also implementing some of the UI in Unreal Engine (UMG)

Sr. UI/UX Designer, New World Interactive

Oct 2016 - Feb 2022 | Brazil and Calgary, Canada | Full Time

- Wireframing, screen flow, prototyping, UI art direction and asset planning. UMG animations and layouts.
- Insurgency: Sandstorm, a first person shooter, shipped on Steam,
 Epic Store, and consoles (PS4, PS5 & Xbox Series)
- Day of Infamy, a WW2 first person shooter, shipped on Steam

Sr. UI/UX Designer, Webcore Games

Feb 2011 - Oct 2016 | São Paulo, Brazil | Full Time

- · Wireframing, prototyping, art direction and asset planning
- Designed UI for more than 19 shipped projects as mobile games,
 web games, mobile apps and websites. And one console (PS4) title.

UI Designer, Ubisoft São Paulo

Nov 2008 - Nov 2010 | São Paulo, Brazil | Full Time

- · Wireframing, prototyping, asset planning
- Shipped 3 handheld titles: Imagine Detective and Michael Jackson: The Experience for *Nintendo DS*; Michael Jackson: The Experience for the *Sony Playstation Portable*.