Gabriel Pule

Designer of beautiful, thoughtful and ease-to-use experiences

UX Designer
Checklist Fácil

November, 2019 - present | Florianópolis, SC - Brasil

- Define the road of UX in the product and its features;
- Mentoring others designers of my team;
- Analyze and discover user needs with the product manager through data analysis, user interviews and research;
- Idealize and illustrate ideas for the user experience; through user flow maps, wireframes, and sitemaps;
- Help designing the UI for new features and elements;
- Help other teams of the company with their project that is related to digital product;
- Monitor and analyze an implementation, looking through the interaction, design, and metrics perspective, of the new features and improved features;
- Propose and make features mockups and prototypes to show how they should exist and function;
- Prepare, present and discuss a characteristic, function or element with product team and stakeholders;
- benchmark and examine the best usability practices, based on the user need;
- Constant analysis of the platform's visual and necessary adjustments to the user experience.

UX/UI Designer
GeekHunter

June, 2018 - November, 2019| Florianópolis, SC - Brasil

- Analyze and discover user needs with the product manager through data analysis, user interviews and research;
- Idealize and illustrate ideas for the user experience; through user flow maps, wireframes, and sitemaps;
- Design the UI for new features and elements;
- Monitor and analyze an implementation, looking through the interaction, design, and metrics perspective, of the new features and improved features;
- Propose and Make features mockups and prototypes to show how they should exist and function;
- Prepare, present and discuss a characteristic, function or element with product team and stakeholders;
- benchmark and examine the best usability practices, based on the user need;
- Assist in design analysis of parts made by the marketing team;
- Constant analysis of the platform's visual and necessary adjustments to the user experience.

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gabrielcpule.github.io/portfolio/
gabrielc.pule@gmail.com

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BS in Computer Science
UFRPE, Garanhuns, PE

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Programs

Sketch
Figma
Adobe XD
Invision
Protopie
Axure
Marvel
Photoshop
Illustrator
After Effects
Dreamweaver
Unity 3D
Unreal 4
Corel Draw

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Skills

User Experience
Interface Design
Prototypes
User research
Interaction Design
Visual Design
Game Design
Motion design for UI
Branding

Senior Interface Designer
Decora

February 2018 - May 2018 | Florianópolis, SC - Brasil

Doing research, wireframing, prototyping and proposing
new features and adjustments for the business platform.
Working with Sketch, Illustrator, Marvelapp, Unreal and
Unity.

Lead Designer
Farmácias FTB

February 2015 - February 2018 | Garanhuns, PE - Brasil

Managing a small team to do great things. Working with
illustrator, photoshop, XD, Protopie, after effects and
dreamweaver, making site templates, UX/ UI for apps,
researches, wireframes, prototypes and branding.

Designer
Valorize Design

March 2013 - December 2014 | Garanhuns, PE - Brasil

Working with illustrator, photoshop, after effects and
dreamweaver, making site templates, branding, UI/UX and
VFX.
Working with Corel Draw advertisement pieces and branding.

Game Designer
Northeast Games Studio

February - November 2012 | Garanhuns, PE - Brasil

Concept and scenarios for the games, also doing the
UI/UX part of it.

Designer
Studio C Comunicação

February 2011 - December 2012 | Garanhuns, PE - Brasil

Working with Corel Draw advertisement pieces and branding.