

Hey, I'm G Albuquerque

Senior UI/UX Designer with 13 years of experience, working at Wildlife Studios in Sao Paulo, Brazil

Guilherme R. Albuquerque
Oct 8th, 1987

Portfolio:
gui.co/2020

Email:
g.ux@icloud.com

Familiar with:

Figma
Sketch + Abstract
Photoshop
Illustrator
After Effects
Blender 3D
Principle
HTML + CSS
Agile, Scrum

Wildlife Studios / Senior UI/UX Designer

JUL 2018 - PRESENT, SÃO PAULO

My responsibility is to create Research, Wireframes, User flows, Visual Design, and Implementation on Unity. I'm the acting Lead designer for Tennis Clash, but I've also worked on Zooba, Sniper3D, War Machines, and a number of unreleased titles.

I use Figma, After Effects for motion, Photoshop, Blender 3D, and Unity.

Booking.com / UX Designer

MAR 2015 - MAY 2018, AMSTERDAM

With information from data scientists and user research, I create mockups, design, code it (if web), test with a LOT of A/B Testing and qualitative testing, analyze data and implement.

OLX Group / Front-end Dev & UX Designer

MAR 2014 - OCT 2014, SÃO PAULO

Working on the Brazilian version of the OLX site and with integration between the other countries. Great experience with A/B Testing and Optimizely.

Folha de S.Paulo / Lead Front-end Dev & UX Designer

FEB 2011 - MAR 2014, SÃO PAULO

Worked as UX Designer and Lead Front-End developer, at the biggest newspaper in Brazil.

More information on past companies on LinkedIn:
linkedin.com/in/guialbuquerque/