

Gracielle Pestana

Senior Product Designer

I'm a designer based in Portugal with a passion for understanding users' behaviors and making solutions that better connect with them and their needs. My strengths are working based on data, analyzing, testing, and adapting visuals to the user's profile. I have over 11 years of working with Design, and 5 are focusing on UX & UI in games.

EXPERIENCE

Senior UX/UI Designer

Auroch Digital | Present – November 2022

- Working in Mars Horizon 2, as the UX key of the project.
- Benchmark, research, prototyping, user testing, surveys, and data analysis;
- Organizing and helping other Associate and Mid UX/UI Designers;
- Wireframes, user interfacing, HUDs, UX animations;
- Helping the associate members to achieve their goals;
- Participating in decision meetings of the project as the key of UX/UI on this project.;
- Creating Wireframes, Styling and Implementing screens at UI Toolkit on Unity;
- Preparing and running learning processes for other team members to spread knowledge about Usability Tests, User Research and UI Toolkit;
- Creating Personas for the project and also running validating surveys.

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EDUCATION

Graphic Design

Senac Rio | Dec. 2013

Web Design

Oi Kabum | 2009 - 2010

SKILLS

Sketch | Figma | Spine |
Lookback | Playtest Cloud |
Proto.io | Invision | Zeplin |
Illustrator | Photoshop | After
Effects | Office | Unity & UGUI
UI Toolkit | Git | Perforce |
Firebase | Jira | Confluence |
Asana

Creative | Organized |
Leadership | Teamship |
Communicator

LANGUAGES

Portuguese

Native

English

Proficient

Spanish

Advanced

Senior Product Designer

Gazeus Games | November 2022 – April 2021



- Benchmark, research, prototyping, user testing, surveys, and data analysis;
- Wireframes, user interfacing, HUDs, UX animations;
- Responsibility to the UX/UI of Spades and Euchre Jogatina and now Buraco Jogatina;
- Importing Assets to Unity, animating in unity or in Spine, and also training other designers Unity UI basics and best practices;
- Create and maintain Design System, and others documentations.

Product Designer

Gazeus Games | April 2021 – August 2018

- Benchmark, research, prototyping, user testing, surveys, and data analysis;
- Wireframes, user interfacing, HUDs, ux animations;
- Responsability to the UX/UI of Spades and Euchre Jogatina;
- Importing Assets to Unity, animating in unity or in Spine;
- Create and maintain Design System, and other documentations.

PREVIOUS EXPERIENCES

Marketing Designer

Gazeus Games | July 2018 – February 2016

Technical Designer (Games)

Tamboro Educacional | January 2016 – June 2014

Graphic Designer

14 Agência de Conteúdo Digital | May 2014 – July 2013

Intern

Studio Attila | June 2013 – April 2012

Web Designer

Tamboro Educacional | March 2012 – June 2011