Taty Ribeiro Game UI/UX Designer

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UI/UX Designer Freelancer, Behemutt | **UNANNOUNCED GAME** (PC, Console) |2024 - PRESENT
- Established a reference library of Farming RPG competitors to analyse art styles and usability techniques.
- Created user flow diagrams to define interactions and navigation paths in the product's early stages.
- Translated game mechanics into intuitive interfaces, structuring all information through detailed wireframes.

UI Artist, Rogue Snail | **RELIC HUNTERS LEGEND** (PC, Console) |2023 - 2024
- Developed additional UI based on the art style previously defined, such as screen layouts and assets to integrate in the engine.
- Contributed with insights to enhance the user experience, studying and developing options through feedbacks.

UI Artist Freelancer, Monumental Collab | **DROWNED LAKE** (PC, Console) | 2023
- Using analog and VHS theme as base, conceptualized and integrated an UI style for a horror game, making low and high-fidelity mockups, initial screens, assets library and UX documentations.

Associate Visual Designer, Wildlife Studios | **ZOOBA: BATTLE ROYALE** (iOS, Android) | 2021-2022
- Contributed in the LiveOps and Community team, providing user interface improvements and new feature elements, such as 2D assets, UI, in-game promotional art and social media materials in alignment with the game's art style.

UI Artist Freelancer, Titan Forge | **LOBOTOMY II: MANHUNT** (Boardgame)| 2021
- Worked closely with the design team to establish the final version of the graphic material for a board game, creating concepts and layout compositions for characters, weapon and equipment cards.

UI Artist Freelancer, @YesItsEsther | **TRUE LOVE COVERS ALL BASE!** (PC) | 2021
- To visualize the result for a game pitch, concepted the UI art style, flowchart, wireframes and screen navigation. The work also included a variety of layouts, assets, skill icons, screen prompts and logo.

UI Artist Freelancer, WGG | **NEBULA GARDEN - NOT RELEASED** (PC) | 2020
- Collaborated with the Art Director to establish a new UI style, redesigning layouts and implementing them in Unity engine.

Extra

Marketing Assistant | 2019
Graphic Designer | 2012 – 2016

Wireframing ✦ Prototyping ✦ UI Layout ✦ Iconography ✦ Illustration ✦ Motion Design ✦ Adobe CC ✦ Figma ✦ Unity

Portuguese (BR) ✦ English

B.A. In Advertising, Universidade Paulista | São Paulo, Brazil | 2017 - 2020