Julia de Belli

UI/UX Designer

Skills

Adobe Creative Cloud

Interface wireframing and prototyping

User-centered design and research

Illustration and graphic design

Work experience

Manifesto Games (oct/2015 - feb/2016)

Junior game artist and UI designer for outsourcing games. I worked in projects for Bandai-Namco, Gamblit Gaming, Spil Games and others. While working there, I gained familiarity with SCRUM and how to integrate my work with the developers'.

Apple Developer Academy (feb/2016 - present)

I'm a part of an iOS development formation program; I've learned how to develop for iOS platforms using Swift and xCode. I'm mostly responsible for UX and UI designing in the teams I work with but I also have done front-end programming, social media management and animation.

Education

Design Bachelor

Federal University of Pernambuco (feb/2014 - jul/2017)

Languages

English

French

Portuguese (native)