

SKILLS

Engines & Frameworks

Unreal Engine (UMG, Slate, MVVM),
Unity, Frostbite

Programming

C++, Python, Blueprint, C#

Technical Art

UI materials & shaders, HUD systems,
performance profiling (PIX), MVVM,
animation optimization

Tools & Pipeline

Editor tooling, static analysis,
automated testing (pytest), CLI
validation, documentation systems

Design Software

Figma, Photoshop, Illustrator, After
Effects

Workflow

Perforce, Git, Jira, Confluence, Agile

PROJECTS

UIAB — UI Asset Builder

Unity Asset Store · 2024

Relative Layout for Unity

Unity Asset Store · 2021

Easy UI Animator

Unity Asset Store · 2017

EDUCATION

Master's in Digital Media

University of British Columbia
2018 – 2019

Bachelor's in Computer Engineering

Federal University of Amazonas
2011 – 2017

LANGUAGES

English · Portuguese · Spanish

PROFILE

Technical UI Designer bridging engineering, design, and art with 6+ years shipping AAA titles at Halo Studios and Electronic Arts. Specialist in Unreal Engine UI systems, reusable HUD architecture, tools, and performance. Recognized for rapid high-quality execution, systems thinking, and translating artistic goals into maintainable technical solutions.

EXPERIENCE

Senior Technical Designer · Halo Studios

Aug 2026 – Oct 2026

Halo: Campaign Evolved · Unreal Engine · UI systems, tools, HUD, Frontend

- **Took a new PvE game mode from concept to a shippable-quality state in ~2 months**, prototyping UX and technical strategies alongside engineers and designers to hit a compressed cross-discipline milestone.
- **Owned the mode's HUD end-to-end** (presentation, data flow, and player-facing behavior), driving alignment across engineering and design and eliminating cross-team handoff overhead on a critical player-facing surface.
- **Set the mode's prototype-first cadence**, validating hypotheses with quick technical builds so the team could pivot on evidence rather than opinion, and proactively unblocking teammates with targeted improvements.

Technical Designer 2 · Halo Studios

Dec 2024 – Jul 2026

Halo: Campaign Evolved · Unreal Engine · UI systems, tools, HUD, Frontend

- **Cut a second Halo project's Reticle system down to event-level adaptations** by architecting a reusable, texture-free, accessibility-friendly Reticle and Zoom system on the first (10+ data-driven reticles with player-facing outline, transparency, and color settings), designed explicitly for cross-project reuse in Unreal Engine.
- **Engineered a Frontend that scales across 13 shipping languages**, covering CJK (Simplified/Traditional Chinese, Japanese, Korean), Cyrillic, and multiple Latin locales through adaptive layout systems that absorb text expansion and character-set differences without per-language rework.
- **Cleared UI certification across PlayStation, Xbox, and Steam** on a AAA title by owning the platform-specific compliance work, particularly the depth of Sony's TRC, so the team could keep shipping without last-minute cert rework.
- **Eliminated 100+ recurring UI defect classes from the review pipeline** by shipping a C++/Python Widget Blueprint static-analysis linter (27 rules, 135 automated tests) adopted across the entire UI team, replacing tribal review knowledge with deterministic, pre-merge Editor and CLI validation.
- **Delivered ~27% render-time and 10% memory reductions on HUD screen effects** through evidence-based 4K PIX GPU studies and targeted texture and asset compression, producing platform-caveated guidance the team could act on with confidence.
- **Accelerated artist iteration while keeping HUD visual quality consistent** by authoring 40+ reusable UI material functions (SDF shapes, UV transformations, and widget-specific shader specializations) that power reticles, zoom overlays, HUD elements, and cross-project assets.

Technical UI Designer · Electronic Arts

2021 – 2024

FIFA 22, FIFA 23, EA FC 24, EA FC 25 · Frostbite Engine

- **Standardized UI development across four annual FIFA / EA FC releases** by designing and shipping a reusable widget library in Frostbite's visual-scripting system, with authored technical documentation the team maintained across game cycles.
- **Kept annual releases shipping on Nintendo Switch and other constrained platforms** by optimizing animations and game assets to hit memory and frame-time budgets without compromising visual fidelity.
- **Bridged design, engineering, and art**, translating technical constraints into shippable design decisions and keeping cross-discipline feature execution aligned and on schedule.
- **Increased design-team throughput on arena content** by partnering directly with designers and building internal debugging and asset-authoring tools tailored to their workflows.

Lead Technical Game Designer · Truly Social Games

2020 – 2021

Archer: Danger Phone · Unity, mobile

- **Held mobile performance targets without losing visual fidelity** by applying 3D asset-optimization techniques informed by profiling, in service of the game's performance and quality bar.
- **Unblocked engineering execution** by breaking features into defined structures, components, and processes aligned with the game's design vision and technical requirements.

Software Engineer · Truly Social Games

2019 – 2020

Archer: Danger Phone · Unity, mobile

- **Enabled art-team velocity** by collaborating with engineers to develop new tools and workflows tailored to the art team's authoring needs.
- **Contributed to consistent sprint delivery** through active participation in Agile planning, stand-ups, and retrospectives.