



## Mario Duarte

Graphic/UI Designer & 2D Artist

### Contact

- Vancouver, BC
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### Related Skills

UI Design

Branding

Adobe XD

Adobe Photoshop

Adobe Illustrator

HTML+CSS

Motion Design

Photography

Unity Engine

Unreal Engine

### Education

#### Diploma | Web Dev

Brainstation | Vancouver, BC

#### Diploma | UX Design

Red Academy | Vancouver, BC

#### Bachelor of Arts

Mackenzie University | S. Paulo, Brazil

### HIGHLIGHTS OF QUALIFICATIONS

- 1 year as Experience Designer on a AAA released game - UFC Mobile 2.
- 4 years as UI Designer on FPS/Space shooter released game (Early access on Steam).
- Experience in asset creation and implementation pipeline on Unreal Engine.
- 10+ years of experience as a Graphic Designer and UI Designer in different industries.
- Ability to develop and implement style guide assets for product development, marketing and platform while ensuring brand consistency within different areas.
- Strong visual storytelling, extensive knowledge of digital illustration, colour, photography, photo bashing and 2D illustration.
- Proven ability to manage a large workload and complete design/production process in a fast-paced environment by effectively prioritizing tasks.
- Strong communication, organization and interpersonal skills.

### PROFESSIONAL WORK EXPERIENCE

#### Experience Designer I | Electronic Arts

Vancouver, BC | 2021 - Current

##### Product:

- Create concepts for seasonal content.
- Develop asset family for seasonal content.
- Create and prototype screens for UX/UI.
- Manage fighters image library and pipeline for game use.

#### UI/2D Artist | 8 Circuit Studios Inc.

Vancouver, BC | 2017 - 2021

##### Product:

- UI artwork creating assets for in-game notifications (kill feed icons, character & ships loadout menus, player ranks), game HUD graphics, marketplace assets (Steam achievement icons), player badges.
- Implementation pipeline from creation to shelf on Unreal Engine.
- Concept artwork for weapon families using art bashing techniques and 2D characters for a mobile game.
- UX/UI design for game interface with prototyping on Adobe XD.
- Environmental graphic design work for signage/skins.

##### Platform:

- Company and Product website design featuring integration between the web player profile and Product through player stats, badge selection, and Steam/Twitch account linking.

##### Marketing:

- Corporate and Product branding, style guide, graphic assets creation for marketplace (Steam), social media, community & press.

#### Freelancer Graphic & UX/UI Designer

Vancouver, BC | 2015 - 2017

##### UX/UI:

- SaferMe app** - Research, Interactive High-fidelity Prototype, User flow, User testing.
- Arte Sana Acupuncture Website** - Research, User Flow, Personas, User Testing, UI Design.
- VanWest College** - Rebranding and graphic design including style guide, brochure, sales, promotional and

advertising material.

- Canadian Academic Network** - Branding and graphic design of recently created company including style guide and website.

- Canadian Breast Cancer Foundation - Check-it App** - Mobile app for campaign awareness. Research, high fidelity prototype, marketing plan.