PEDRO VERRI

SENIOR DIGITAL ARTIST AND UI DESIGNER



SKILLS

ADOBE SUITE

Photoshop After Effects Illustrator Premiere Pro Cinema 4D Adobe XD

MS OFFICE

Word PowerPoint Excel

OTHER

Figma ProCreate Trello Discord

COMPETENCIES

Communication Time Management Teamwork Adaptability Creativity Problem-solving Attention to Detail Motivated by Challenge

- NOTABLE PROJECTS

VOLDEX

Company Website:

- Website redesign for improved user experience and branding
- Collaborated with developers for seamless integration
- Created wireframes and prototypes to guide layout and functionality

Dungeon Quest

- Redesigned the interface from ground-up to more modern standards
- Conceptualized and designed UI for the game
- Created visual concepts and mockups for UI elements
- Collaborated with designers and developers on prototyping

Driving Empire

- Designed intuitive UI for use in-game
- Developed wireframes and mockups for UI elements
- · Worked closely with developers for implementation

Pet Zoo

- Developed user-friendly UI designs
- Incorporated user feedback optimization

Cursed Islands

- Redesigned the in-game UI from ground-up
- Developed UI to fit game theme

WORKSHOP MEDIA:

Wild Honesty (Trailer)

- Rigged characters and animated scenes for game trailer
- Ensured smooth movement and expression for characters
- Video editing of scenes for a cohesive presentation

Everseed (Trailer)

- Created motion graphics and animation
- Designed dynamic visuals to showcase game features
- Worked closely with the team to align concept and theme

INVILLIA

InCreator

- Conceptualized the online avatar creation tool
- Designed UI and functionality for the tool
- Worked closely with developers to ensure the best user experience

Infinite Unicorns

- Conceptualized viral marketing campaign
- Storyboarded and animated pieces for publication