Alberto
R. Palmieri

UX & UI Designer
2D Artist

Passionate about finding the best user experience solution possible, I have been dedicated to working as a digital product designer/artist in Brazil and Cyprus (locally), and in Canada (remotely).

My experience with digital creation led me to also work in education, teaching at universities and at the Apple Developer Academy.

A little more about me...

I currently live in Brasilia, I'm 35 years old and I've been working with design for over 15 years. My main motivation is the challenge of creating new solutions and growing as a professional in the process.

As a designer I work with different styles since I believe that each project can have its own visual design, being consistent with the experience we want to offer to users. I also love working with data to create products that work even better.

As a design mentor, I led different projects simultaneously, in three years at the Developer Academy, I guided more than 30 projects between app and games published in the App Store. I also designed learning experiences and worked closely with student teams to track and maintain their engagement and progress.

Education

2010 - 2011
Graduate Degree in Design Management
Federal University of Santa Catarina.

2006 - 2009
Bachelor of Industrial Design
Faculty of Science and Technology of Birigui.

Recent Professional Experiences

Mar./2022 - Present
UI Artist / UI Designer
Game Hive. Toronto, Canadá.

Aug./2018 - Mar./2022
Design Professor / Mentor
Apple Developer Academy,
Catholic University of Brasilia.
Brasilia, Brazil.

Nov./2016 - Feb/.2018
2D Game Artist / UI Designer
FM Games. Limassol, Cyprus.

Aug./2010 - Oct./2016
2D Game Artist / UI Designer
Insignia Games. Florianopolis, Brazil.

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