Carlos Barbosa

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SUMMARY

Creative and technically adept UI Artist with over 4 years of experience designing and implementing immersive game interfaces. Skilled in high-fidelity mockups, UI systems, and in-engine implementation using Unreal Engine. Strong visual storytelling ability backed by traditional art, digital painting, 3D modeling, and motion design. Adept at collaborating with UX, Tech, and Engineering teams to deliver polished, player-centered experiences across PC, console, mobile, and VR. Passionate about crafting intuitive, engaging visual interactions that enhance gameplay.

EXPERIENCE

UX/UI Designer

Astral Clocktower Studios   **January 2024 – Present, United States**

· Led the redesign of the UI/UX and visual identity for Kristala, an action-RPG set to launch on PC, PlayStation 5, Xbox Series and Switch.
· Collaborated with game designers to refine UX flows, leading to a 40% reduction in user friction in early playtests.
· Enhanced accessibility and usability, contributing to a more immersive gameplay experience based on player feedback.
· Collaborated with developers to integrate UI using Unreal Engine (UMG), including basic logic, animations, and materials.

UI/UX Designer

Compass UOL   **April 2021 – 2025, Brazil**

· Led, designed and implemented UI/UX solutions for 20+ game related projects across realistic and stylized visual styles.
· Collaborated with 10+ cross-functional teams including leads, directors, and clients to define and refine project visual direction.
· Created and optimized UI assets and interfaces, enhancing usability across PC, console, mobile, and VR.
· Ensured artistic consistency while adapting designs to meet unique gameplay and branding needs.

EDUCATION

BTech – Digital Games

Pontifical Catholic University (PUC)

Studied key principles of games, design and development, with a focus on user experience. Designed and created concept art, refining digital painting and illustration skills. Developed advanced techniques in 3D modeling. Specialized in designing intuitive and engaging user interfaces, improving user interaction and engagement in game projects.

CERTIFICATIONS

Marcelino Champagnat Award

Pontifical Catholic University (PUC) · 2022

Award granted for top performance, highlighting skills such as focus, discipline and commitment to delivering tangible results. It reflects a high level of goal-oriented dedication, excellence in project delivery, leadership and consistent achievement of results. The award included a full scholarship for postgraduate studies.

SKILLS

UX/UI: Usability testing, User interface, User experience, Product design, Interaction design, Personas, Journey maps, User flows, Wireframing, Prototyping, Design systems.

Tools: Figma, Rive, Photoshop, Illustrator, Unreal, Unity, Blender, Marmoset Toolbag, Substance Painter.

Art: 2D Prop Design, Digital Painting, 3D Game-Ready, Asset Creation, Environment Design, Concept Art.

Languages: English (Advanced), Portuguese (Native).