Carlo Barbosa

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SUMMARY

Creative and technically adept **UI/UX Designer** with over 5 years of experience designing immersive game interfaces. Skilled in high-fidelity mockups, scalable UI systems, and in-engine art implementation using Unreal Engine and Unity. Strong visual storytelling ability backed by traditional art, digital painting, 3D modeling, and motion design. Adept at collaborating with 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

UI/UX Designer

Astral Clocktower Studios — January 2024 - Present

- Led the redesign of the UI/UX and visual identity for Kristala, an action-RPG set to launch on PC, PlayStation 5, Xbox Series.
- 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 implement UI using Unreal Engine, including animations and materials.

UI/UX Designer

Big Moxi Games — May 2025 - March 2026

- Designed and implemented UI/UX systems for an unannounced AAA project on a major world IP, utilizing Unreal Engine 5.
- Led the creation of core UX systems and improved the organization of the game development UI pipeline.
- Contributed to the UI/UX redesign for EXO GP, focusing on improved accessibility in collaboration with cross-functional teams.
- Iterated on in-game menus and interactive systems with a player-centered design approach, balancing usability and aesthetics.

UI/UX Designer

Compass UOL — April 2021 - June 2025

- Designed UI/UX solutions for 20+ game related projects across realistic and stylized visual styles, including AWS Cast Clash.
- 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.

CERTIFICATION

Marcelino Champagnat Award, — Pontifical Catholic University (PUC)

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).