

# Claudio Dantas

## UX & UI Creative Designer

Hi, I'm Claudio Dantas, 🙌 a designer, musician, photographer, dad, partner and good friend, who embraces the adventure of living abroad with openness and curiosity. Originally from Brazil, my professional journey has been focused around interactive design, where I've had the chance of helping brands develop their digital products, mixing creativity, user centered design and best practices.

### Relevant Experience

Nov/2023  
Present

#### UX/UI Designer Instructor

CICCC College - Vancouver, BC

My teaching philosophy is about bringing up an open-minded mindset, focusing on curiosity, creativity, and critical thinking. I believe in embracing the process and helping students succeed and develop at their own pace.

May/2022  
May/2023

#### Senior UI/UX Designer

Good Gamer Inc - Vancouver, BC

As a Native Ads spin-off, Good Gamer focuses on creating new digital products, such as browser extensions, mobile apps and casual games.

- Interactive Designer for digital products
- Create pixel-perfect designs for mobile apps, websites and casual games
- Develop high-end wireframes, mockups and interactive prototypes using Figma and Photoshop
- Create and maintain design systems using Figma for several digital products
- Developer handoff
- Create animated HTML5 banners using Adobe Animate, Photoshop, Illustrator and Premier
- Create brand assets and presentations

Out/2021  
May/2022

#### UI/UX Designer

Native Ads - Vancouver, BC

A content discovery and in-stream native advertising platform that facilitates the native ad buying and selling process for publishers and advertisers at scale across websites, apps and games.

- Digital product design, on all kinds of different platforms, from concept to wireframing, to prototyping and hi-fidelity design.
- Collaborate with development to ensure high-quality and faithful implementation.
- Help with the organization and maintenance of design systems using Figma.

Apr/2022  
Dez/2022

#### UI Designer Freelancer

NGX Interactive - Vancouver, BC

I was part of a core design team at NGX responsible for designing an interactive interface for a big brand exhibition. I have worked closely with the research and development team to prototype and design 3 different game interfaces for big screens.

### Contacts

Vancouver, BC - Canada  
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### Main Skills

UI, UX, Design, Wireframing,  
Prototyping, Motion, Ads

Front-End, CSS, Html,  
WordPress, Bootstrap

Project Management,  
Brainstorming

### Main Tools

Figma, Adobe XD, Sketch

Adobe Photoshop, Illustrator,  
Indesign, Animate (aka Flash)

Google Suite, WordPress

### Languages

Portuguese (native)  
English (fluent)  
Spanish (basic)

### Activities

Design, Photography, Music,  
Biking, Skateboarding,  
Snowboarding, Camping,  
Travelling, Family & Friends

### Education

Bachelor of Arts in Digital Design  
& Multimedia by Universidade  
Anhembi Morumbi, São Paulo,  
Brazil, in December 2000

## Relevant Experience

2016  
Present

### Co-Founder

Fish Studio - Sao Paulo, Brazil

My studio of web & mobile development. With my partner in Brazil, we have been working with major brands, startups and fintech in São Paulo, creating apps, websites and landing pages.

2012  
2016

### Head of Digital & UX/UI Designer

CL/AG - Sao Paulo, Brazil

I have worked as head of digital, managing projects and the creative team and also as UX/UI designer for this Full-Service Digital Advertising Agency that has been in the market for more than 10 years, working for clients such as LG Electronics, Electrolux, ESPN Brasil and more.

2009  
2012

### Head of Digital & UX/UI Designer

Pepper - Sao Paulo, Brazil

A BTL agency that since 2005 has been creating and developing promotional projects for brands like Santander Bank and Samsung. I was in charge of managing projects and the creative team as well as hands-on as a UI designer, creating mockups for websites and promotional landing pages.

2005  
2009

### Art Director

Isobar & age. (Dentsu Creative Group) - Sao Paulo, Brazil

An agency in São Paulo, which had notorious success in the 2000s before it was taken over by the Isobar in 2008, part of Dentsu Group.

As an Art Director, I was in charge of creating online campaigns and websites, leading a team of copywriters and designers, giving presentations to the clients and also hands-on with layouts, frontend development and motion design.

