

Ricardo J. Pinto

UI/UX Designer & Developer

I design user interfaces for websites, apps and games. I care about responsive design and usability. Details are important to me. Photoshop and Illustrator are always open on my computer and I do the occasional graphic design job too.

I also develop websites, web-apps and native Android apps. I've built over 20 WordPress websites and created many themes from scratch. I use Bootstrap and LESS daily. I've used Unity 3D and look forward to using it again.

I'm a creative person who loves challenges and is willing to try and learn new things.

I live in Vancouver, Canada.

Work Experience

Jan 2016-present - EA Vancouver Web Developer

Designed and updated screens and layouts. Reskinned UI. Made wireframes & mockups. Coded visual and interaction changes. Created hero animations. Used Flash and Actionscript for a desktop app, and HTML5 (JS, LESS/CSS) for a multiplatform mobile app.

2012-present Freelance Game UI Designer

Created and sold game graphics online. Designed game UIs and graphical elements under contract for several remote and local clients and projects. I've worked on mobile and browser games.

2010-present Freelance Designer & Web Developer

Designed and developed over 20 WordPress websites for various business areas. Implemented specialized business functionality. Designed logos, branding guidelines, created promotional materials and took photos of businesses and teams.

Feb to Oct 2014 - MealApp (start-up) Native-Android App Designer and Developer

Worked on an yet-unreleased Android app. Helped flesh-out its concept, business model and MVP functionality. Lead the UI/UX design of the app. Created mockups, clickable prototypes and did user-testing. Implemented client-side server connectivity, including request handling, authentication, paging, caching and data persistence.

Reach me

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Language Skills

EN 

PT 

Development Skills

OOP 

JAVA 

 

 

 

 

Design Skills

UX 

UI 

2D 

3D 

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Work Experience

2011-2013 - GEODS and Quizznia Native-Android Game Developer

Designed two game concepts, plots and levels. Developed monetization plans, modeled the 3D environment, props and characters. Did UV-mapping and created textures. Designed and built the UI. Implemented the game loop, game state persistence, safe threading and rendering. One of the games had over 7000 downloads. The other never left beta stage.

2008-2011 - Pixeis Webzine Digital-Arts Tutorial and Article Author

Wrote close to 100 original tutorials and articles about digital arts, photography, 3D modeling, illustration and design. My articles had over 300 daily views despite the website being written in Portuguese. Many of the articles and tutorials were referenced on other websites.



Events & Prizes

March 2013 - Google DevFest Portugal 24h Google Technology Event

My team programmed a multiplayer Pacman game using Dart and Node.js which was a lot of fun to play. After you died in the game, you were able to play as a ghost and chase other players.

November 2011 - Hackafone (1st prize) 12h App Development Event by Vodafone

Programmed the winning Android app - ComicUs - an app that allows you to use or take photos and easily create comics with them. It lets you add effects to the photos and text balloons. You can then easily share the created comics on social networks, email, etc.



Education

2014 - Porto's Superior Engineering Institute Computer Engineering Bachelor's Degree

Learned development (focusing on Object Oriented Programming), good development practices and patterns, team work and project management.

Technologies learned: Java, Javascript, C, C#, C++, Asm, PHP, ASP, etc.

Free time

I enjoy sketching, drawing and writing. I take photos a lot. I like cooking too. I love pens, especially fountain and technical pens. I play with calligraphy too (check my Instagram).

I crave stories with futuristic dystopian and utopian universes. Brain-computer interfaces, trans-humanism and artificial intelligence all fascinate me, both in fiction and reality. Any books, games, movies or shows with these will interest me.