



# WILSON GARCIA SEQUEIRA

UX / UI Designer / Graphic Designer

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## About Me

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Hi there!

I'm a UX/UI Designer with strong project management skills and a talent for creating innovative, user-centered designs. Currently, I'm seeking opportunities as a UX researcher and designer. My focus is on deeply understanding user needs and crafting seamless, engaging experiences. With a solid foundation in UX methodologies, I'm eager to contribute to projects that prioritize insightful research and impactful design.

## Skills

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- UX Research Methodologies
- UI Wireframes, Prototypes
- UI Design Systems
- Information Architecture
- Develop Visual Identity
- 3D AR/VR & Motion Design
- Concept Design
- Kanban, Agile Methodologies

## Tools

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- Figma
- Adobe Illustrator, Photoshop
- Wordpress, Elementor
- 3D Studio Max / Blender
- Unreal Engine
- Adobe After Effects
- Notion, Trello, Miro

## Langages

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- French ( native )
- Portuguese ( native )
- English ( professional )
- Dutch ( basic knowledge )

## Experience

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### UX / UI Designer

2023 → Present

Freelance

→ I have deepened my skills in user-centered interface design through a UX program at ULB, where I earned a certificate in UX Research and Design. Since then, I have completed various projects in user interface design and UX research, utilizing methodologies such as creating personas, user journey maps, surveys, interviews, and heuristic analysis, as well as wireframing and prototyping in Figma.

### Creative Lead

2007 → 2022

Dreamwall

→ As an Art Director for 15 years, I led the creation of 3D VR/AR environments, motion design videos, and the development of unique visual identities for TV programs, showcasing my skills as a project manager, Lead Graphic Designer and Concept Designer.

### Graphic Designer

2002 → 2007

R.T.B.F.

→ As a graphic designer at RTBF, the national Belgian TV, I leveraged my creativity to develop impactful visual identities for a variety of TV programs.

### UI Designer

2001 → 2002

A.B.S. Multimédia

→ As a UI Designer at ABS Multimedia, I contributed to the creation of innovative interfaces for multimedia CD-ROMs, showcasing my creativity and graphic design skills, while deepening my understanding of user interfaces.

## Education

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### Inter-University Certificate in UX Design and Research - UI designer

2023 → 2024

ULB - Digital City

### Diploma in Fine Arts

1997 → 2000

Institut Saint-Luc de Bruxelles

## Interests

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My interests span a wide range, including drawing, writing, cinema, books, travel, and sports.