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lifram.com

Online Portfolio

/lifram

Linkedin

WORK EXPERIENCE

UX/UI Designer

Zappar

October 2016/Present - London

UI/Visual Designer and 3D Artist

Just Funny Games

April 2013/January 2015 - Imola, Bologna

- Turret Fighter - Android/iOS
- Luv Me Buddies - Nintendo 3DS
- Lacrosse Shot - Android/iOS
- Sabbiarelli - Android/iOS

EDUCATION

Animation Basics

Animation Mentor

February - August 2016

- Maya Workshop: Animation Basics
- Game Animation Fundamentals

Master Degree in Graphich Design

Academy of Fine Arts

Graduate in 2013 - Catania

3D Modeling and Animation Course

DevLab

July 2012 - Catania

SKILLS

Primary

- UX/UI
- Visual Design

Secondary

- Modeling
- Animation
- Drawing
- ECDL

SOFTWARE

- Photoshop
- Illustrator
- Adobe XD
- Indesign
- Maya
- Windows
- Mac OS