

# LEANDRO D'ANDREA

Senior UX Designer Italian / Brazilian

#### **CONTACT**

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Living in: Stockholm - Sweden

### **ABOUT**

I'm half Italian and half Brazilian living in Sweden or elsewhere I could make a difference with my work.

I started my career as a traditional animator, illustrator and comics artist/writer, but soon I discovered coding and design, and as a geek myself, was so clear what I should do.

My skills from these backgrounds helped me developing games, apps and experiences together with storytelling. My animation and illustration skills also benefits me when it comes to icons and timing for animations and micro interactions.

Now I'm counting 18+ years of experience on design for web, apps and games, without any gap in between. I helped agencies and start-ups from finance to real state, from games, media and entertainment to SAS and so on, to find smart solutions.

### **EDUCATION**

Bachelor in Fine Arts

UNESP - Institute of Arts / SP / Brazil 1992 - 1996

Advertising/Communication

PUC / SP / Brazil 1992 - 1993

Industrial Design

Mackenzie University / SP / Brazil 1995 - 1996

**Character Animation** 

Animation Mentor / CA / USA 2015 - today

Art Direction (for TV and Film)

Escola São Paulo - Vera Hamburger (Brazil) 2010

Children Book Illustration

Escola São Paulo - Maria Eugenia (Brazil) 2009

2D Traditional Animation

HGN TV & Cinema 1994 05/2018 - Current // Senior UX/UI Designer Hive Streaming AB

Peer to peer streaming solutions

10/2016 - 05/2018 // Senior UX Designer

Qliro AB @ Qliro Group (Former CDON Group)

Payments and Financial products in the Nordics

07/2016 - 10/2016 // Senior UX Designer

Split Stockholm

Consultant UX Designer at Ericsson / Enterprise dashboard solution

01/2015 - 06/2016 // Head of Design

Knowledge 4 Life

Mobile Education Solutions

10/2010 - 12/2014 // Lead Product Designer

Titans Group

Mobile Solutions and SAAS Distributor

06/2007 - 06/2011 // **Educator** 

Criar Institute for TV and Cinema

Non-profit Organization focused in Education and Inclusion using Audiovisual

09/2004 - 10/2010 // Lead Product Designer

Oi FM

Brazilian Mobile Operator's Online Radio Station

02/2003 - 08/2004 // Art Director

F.Biz

Online Advertising Agency

01/2002 - 12/2002 // UX/UI Designer

Planetaimovel.com

OESP/GLOBO Group's Real State Site

11/2000 - 12/2001 // UX/UI Designer

Patagon.com Brasil S/A

BSCH Group's Financial Site

04/2000 - 11/2000 // UI Designer

Fulano.com.br

Brazilian Entertainment Website

02/1998 - 03/2000 // **UI Designer** 

Widesoft Systems Ltd

ISP and B2B Provider

07/1997 - 01/1998 // Animation Assistant

Mauricio de Sousa Productions

Traditional Animation Studio

05/1994 - 12/1995 // Animation Assistant

**HGN Productions** 

Traditional Animation Studio (Buena Vista/Walt Disney)

02/1994 - 05/1994 // **Trainee** 

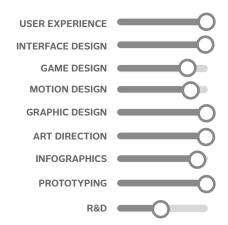
FCB/Sibonney

Advertising Agency

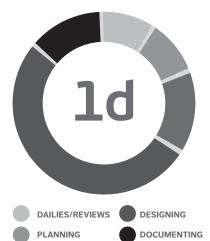


# **DASHBOARD**

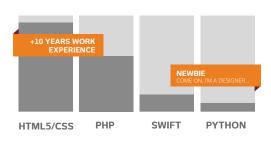
## **DESIGN + ART DIRECTION**



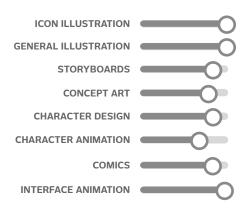
#### 1 WORK DAY



### **CODING**



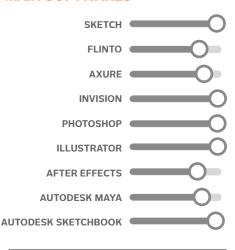
# **ILLUSTRATION + ANIMATION**



## **LANGUAGES**

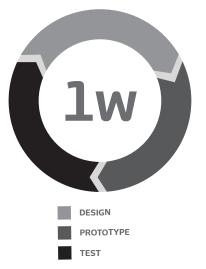


## **MAIN SOFTWARES**



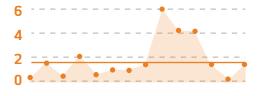
# 1 WORK WEEK

COACHING

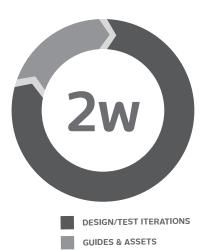


# **WORK STABILITY IN YEARS**

Average: 1.8 years Longest: 6 years



#### 1 SPRINT - 2 WEEKS



# THINGS I DO ON MY SPARE TIME



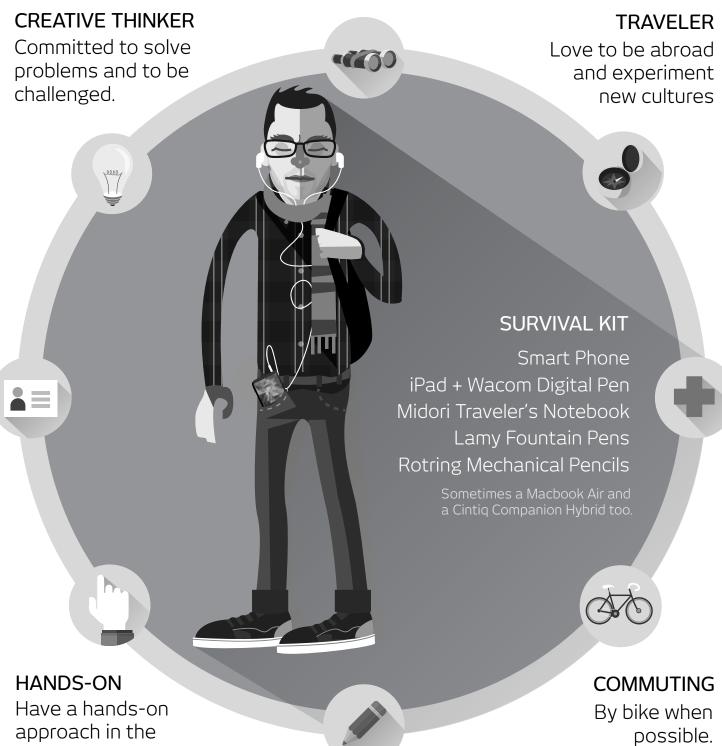
#### **METHODOLOGIES**







Pixel perfect quality.



design process.

# **DRAFTSMAN**

Real drawing talent