

EMIBULAI

↓ CHECK OUT MY PORTFOLIO

UI/UX DESIGNER

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PERSONAL PROFILE

I am a very passionate designer that started his career as a 3D Modeller for video games and AR applications. Creating these immersive experiences exposed me to user interfaces and made me understand how important it was to communicate information clearly to users from a human-centered design perspective. My goal is to design the most advanced yet acceptable interfaces that users can enjoy using every day.

SKILLS

- * USER INTERFACE
- * USER EXPERIENCE
- * INTERACTION DESIGN
- * WIREFRAMING
- * PROTOTYPING
- * BRANDING & IDENTITY
- * CSS
- + HTML
- * C#
- * 3D MODELING

TOOLS

- * ADOBE AFTER EFFECTS
- * ADOBE PHOTOSHOP
- * ADOBE ILLUSTRATOR
- * UNITY
- * SKETCH
- * ADOBE XD
- * FIGMA
- * PROTOPIE
- * INVISION
- * CINEMA 4D

EDUCATION

FLATIRON SCHOOL

UX/UI Design Bootcamp 2019 - 2020

„ALEXANDRU IOAN CUZA” UNIVERSITY OF IASI

Computer Science 2017 - 2018

„VASILE SAV” TECHNOLOGICAL HIGH SCHOOL

Mathematics - Informatics 2013 - 2017

EXPERIENCE

ALCHEMY MACHINES, UI DESIGNER

AUG 2020 - Present

- * Redesign the interface of the web application
- * Creating Marketing assets

VOLVO V60, CONCEPT HMI DESIGNER (PERSONAL PROJECT)

APR 2020 - MAY 2020

- * Improved the dials design for better use of the digital screen
- * Gave more functionality to the car dashboard screen
- * Improved the look of the interface

SUBLY, UI DESIGNER (CLIENT FLATIRON SCHOOL)

JAN 2020 - FEB 2020

- * Redesign the Interface of the marketing website.
- * Created mood-boards and styleguides
- * Branding
- * Created a full design system
- * Found out users needs and frustrations by conducting user interviews and user testing

GORILLA GRAPHS, UI DESIGNER (FLATIRON SCHOOL)

DEC 2019 - JAN 2019

- * Conducted competitive analysis and user interviews
- * Created the look and experience of the platform
- * Created a High-fidelity prototype

PSEUDO CLASSIC (Architecture Studio), 3D GENERALIST

FEB 2017 - JAN 2018

- * Enhanced their project presentations with more lifelike characters and realistic environment details.
- * Improved the lighting of the scene for a more realistic look
- * Converted Architectural Scenes for video games engine and made real-time rendering possible