

# About me

**Game Artist** with:

- Over **8 years of experience**
- More than **10 published games**
- Ninja **Photoshop** skills
- Experience as **UI Designer**
- Experience as **Art Manager**
- Good understanding of **Game Design**
- **Animation** skills



Name: **Cheila Ferreira**

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UI Portfolio:

<https://www.behance.net/cheila>

General Portfolio:

<http://cheila.net/>

# Employment

## ■ **Game Artist and UI Artist @ Product Madness** | October 2014 – present | London

Currently working on UI and Illustrations for **Jackpot Dreams Casino** and other new projects for mobile and Facebook.

## ■ **Freelancer** | March 2013 – September 2014

I did artwork for **Smugglers 6**, **KekoCity** and other Indie games. I did miscellaneous Graphic Design work for a few companies and individuals, such as Book Covers, Banners, Food Packaging and Concept Art. I also worked on **SoundSuite**, a music editing app for Android.

## ■ **Art Lead and UI Artist @ GameInvest** | November 2007 – February 2013 | Portugal

As **Art Lead**, I was responsible for analysing the Game Design documents, distribute the work among the internal Art Team members and external Art Outsourcers, receiving and approving the Art and then export it and deliver it to the Programmers.

In addition to the Art Lead tasks, I also worked as a **2D/UI Artist**.

I made the **User Interface**, **Particles** and **Fonts** for the games.

I also made **Animations**, **Backgrounds**, **Icons**, **Cursors**, **Objects**, **Logos**, **Characters** and **final touch-ups**.

We didn't have an **Art Director** so, unofficially, I have experience doing that as well.

During this time I worked on the following games:

- **Fantastic Creations**: House of Brass
- **Break the Curse**: The Crimson Gems
- **Paranormal Crime Investigations**: Brotherhood of the Crescent Snake
- **Dream Mysteries**: Case of the Red Fox
- **Dr. Wise**: Medical Mysteries
- **World of Zellians**: Kingdom Builder
- **Defenders of Law**: The Rosendale File
- **Hysteria Hospital**: Emergency Ward
- **Lost City of Aquatica**
- **Hospital Hustle**

## ■ **Vector Artist @ Bang! Bang! Animation Studio** | September 2005 – January 2006 | Portugal

I worked on vector animations, illustrations and comics.

# Education

## ■ Multimedia Graphic Design Course @ Etic | 2003 - 2004 | Portugal

On this course I learned about UI, UX, Information Architecture, Wireframing, Colour Theory and other things relevant for creating Interfaces. I worked with Photoshop, Fireworks, Dreamweaver and Flash.

## ■ Animation Course @ Etic | 2000 - 2003 | Portugal

On this course I learned all about 2D Animation, both Digital and Traditional. I also learned about drawing and colouring. This course was a 12th grade in Portugal, which is equivalent to English High School, but focused on preparing students for work, with practical classes.

## Skills

Adobe Photoshop  
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Adobe Illustrator  
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Adobe Flash  
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Adobe After Effects  
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Adobe InDesign  
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Adobe Dreamweaver  
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Manga Studio  
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## Languages

Portuguese  
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English  
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Japanese  
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## Published Games

**Jackpot Dreams**  
2014 | PC / iOS / Android

**Fantastic Creations: House of Brass**  
2012 | PC and Mac | Puzzle Adventure / Hidden Object

**Break the Curse: The Crimson Gems**  
2012 | PC and Mac | Puzzle Adventure / Hidden Object

**Paranormal Crime Investigations:  
Brotherhood of the Crescent Snake**  
2011 | PC and Mac | Puzzle Adventure / Hidden Object

**Dream Mysteries: Case of the Red Fox**  
2011 | PC and Mac | Puzzle Adventure / Hidden Object

**Dr. Wise: Medical Mysteries**  
2010 | PC and Mac | Puzzle Adventure / Hidden Object

**World of Zellians: Kingdom Builder**  
2009 | PC and Mac | Strategy / Time Management

**Defenders of Law: The Rosendale File**  
2009 | PC and Mac | Puzzle Adventure / Hidden Object

**Hysteria Hospital: Emergency Ward**  
2009 | PC, Wii and Nintendo DS | Time Management

**Lost City of Aquatica**  
2009 | PC | Match 3 / Puzzle

**Hospital Hustle**  
2008 | PC and Mac | Time Management

## Published Apps

**SoundSuite**  
2014 | Android