Contact

+584129623317 (Mobile)
uimail@gmail.com

www.linkedin.com/in/iloveui
(LinkedIn)
www.iloveui.com (Portfolio)

Top Skills

Casual Games
Graphic Design
Game Developers

Languages

English (Elementary)
Spanish (Native or Bilingual)

Publications

Majo & Yuyu
Go Tool v2
Space 2020
ROOTMANIAC
Cthulhu in Disastrous Bedtime

Daniel Garrido

Art Director at The Studio Zooka
Venezuela

Summary

Hello!, my name is Daniel also known as "ui", a venezuelan-spanish
Pixel Artist, Graphic Designer & Game Developer.
I have been doing pixel art, graphic design & videogames since
2000, working in projects for companies like: HBO Latam, Cartoon
Network, Disney, Warner, Sony, Nickelodeon & many others.

Experience

Studio Zooka
Co-Founder
February 2018 - Present (5 years 6 months)
Venezuela

I'm the CEO and One Man Army in our independent game studio.

iloveui.com
Graphic Design & Pixel Artist
July 2005 - Present (18 years 1 month)

As self-employed doing Graphic Design, UI/UX, Art Director, Video Game
Developer, Animator, Illustrator, Pixel Artist, Music Composer and Sound
Design.

TheVirtualCastle
Art Director
August 2017 - December 2018 (1 year 5 months)
Venezuela

My role was Art director & UI/UX designer for a dating APP project made in
Unity for (Android / iOS)

Teravision Games
Graphic Artist
November 2014 - March 2017 (2 years 5 months)
Caracas

My role was to create UI/UX, Graphic Design, Pixel Art for games and apps
made in Unity and HTML5 (Android / iOS) published by the studio and for

companies. We worked with companies like Cartoon Network, Nickelodeon and many others.

Predictvia
Graphic Artist
February 2014 - November 2014 (10 months)
Caracas

I was in charge of doing Graphic Design, Illustration for Online Apps and Video Games.

Alcaldía de Chacao
Pixel Art & Chipmusic (LSDJ)
August 2011 - June 2013 (1 year 11 months)
Caracas, Venezuela

I was a Pixel Art and Chipmusic teacher in the Biblioteca Los Palos Grandes at Chacao.

NOWWA
Graphic Artist
February 2006 - February 2009 (3 years 1 month)
Greater Buenos Aires, Argentina

My role here was to create and responsible for Illustrations, Pixel Art, UI/UX, Graphic Design for most of the games we made in the golden age of Flash. We worked with companies like Cartoon Network, Warner, HBO and many others.

XCYCOM
Graphic Design Jr. and Flash Animator
2001 - 2003 (2 years)
Caracas Area, Venezuela

My role was Graphic Designer Jr, Animator, Game Developer in Adobe Flash for HBO, Cinemax, History Channel and A&E websites for Latin America.

Education

Centro de Diseño Digital
Visual Communications Designer, Graphics and Web Design · (2000 - 2003)