






# DENNYS CARDOSO

DESIGNER | PROJECT MANAGER | 3D VISUALIZATION SPECIALIST




## ABOUT

Multidisciplinary designer with over 15 years of experience in design, interior detailing, graphics, and digital solutions. Skilled in combining graphic design and architectural knowledge to create meaningful spatial experiences supported by storytelling, technical drawings, and engaging client presentations. Experienced in developing design strategies from concept to execution, coordinating with architects, builders, and clients to ensure precision, compliance, and innovation. Brings adaptability, problem-solving, and a collaborative mindset to deliver creative solutions that balance aesthetics, functionality, and creative design.

## CONTACT

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## LANGUAGES

Portuguese   
English   
Spanish 

## DESIGN SOFTWARE

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe After Effects
- MS Project
- MS Office

## ARCHITECTURE SOFTWARE

- AutoCAD
- Revit
- Unreal
- Sketchup
- V-ray
- 3DS Max

## EDUCATION

### DIGITAL DESIGN ARTIFACTS

Aug 2017 - Nov 2019

#### Master of Design – M.Des.

CESAR - Institute of Technology | Manaus/Recife - Brazil

### PROJECT MANAGEMENT

Feb 2015 - Apr 2017

#### Master of Business Administration – MBA

Devry - Martha Falcão | Manaus - Brazil

### GRAPHIC DESIGN

Jan 2007 - Apr 2011

#### Bachelor of Design in Graphic Design – B.Des.

Devry - Martha Falcão | Manaus - Brazil

### ARCHITECTURE AND URBAN STUDIES

Jan 2004 - Apr 2007

#### Bachelor of Architecture and Urban Studies

Coursework 2004–2007

Uninorte | Manaus - Brazil

## WORK EXPERIENCE

### Drafter & 3D Artist

Sep 2022 – Present

#### Reginald Dunlap Interior Designer | Flórida (part-time)

Produced detailed technical drawings including floor plans, elevations, RCPs, and furniture layouts. Created millwork documentation and specification books to guide construction. Delivered 3D renderings and visualizations to communicate design intent and support presentations. Collaborated daily with the design team and contractors to ensure precision and timely delivery of projects.

### Product Designer & Project Manager

Nov 2019 – Present

#### HUB Custom Woodworks | Flórida

Worked as product designer and project manager, specializing in custom millwork and interior detailing. Developed technical drawings, furniture design documents, and fabrication packages while coordinating directly with carpenters and contractors. Conducted site visits and client meetings to align design intent with execution, supervising fabrication and installation processes. Produced 3D models and renderings to support client presentations, ensuring design quality, material accuracy, and compliance with project standards.

### Product & UI/UX Designer

Jan 2016 – Jan 2022

#### Infinite Virtual Reality Experiences | Manaus, Brazil / Florida, USA

Worked as product and UI/UX designer, creating graphic and digital design solutions. Conducted user research, usability testing, and wireframing to improve product experience. Collaborated with architects, construction companies, and millwork teams to develop CAD drawings, 3D models, and virtual tours. Coordinated design concepts from early prototyping through final delivery, ensuring innovative and client-focused solutions.

### UI/UX Virtual Reality Designer

Jan 2016 – Jan 2019

#### Samsung Ocean, CITS & FPF Tech | Manaus, Brazil

Contributed to VR and UX research projects for industries including technology and banking. Designed immersive environments, created 3D assets, and developed interaction interfaces for training applications. Conducted usability testing to optimize user experience and interface design. Delivered workshops, taught 3D modeling and VR prototyping, and mentored startups on digital design practices.

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## SOFT SKILLS

- Creative storytelling
- Conceptual thinking
- Collaboration across disciplines
- Client presentation skills
- Problem-solving
- Adaptability and flexibility
- Visual communication

## HARD SKILLS

- Environmental graphics
- Design strategy and narrative building
- Presentation development (visual & verbal)
- Interior architectural detailing
- Architectural technical drawings
- Space planning and environmental analysis
- Project documentation and compliance

## CERTIFICATE

### Lead Project Manager

PECB Certified ISO 21502

Flórida - USA

Mar 2025 - present

## WORK EXPERIENCE (CONT.)

### Design & Game Art Professor

Jan 2017 – Oct 2017

UEA & FUCAPI | Manaus, Brazil

Taught courses in game design, digital arts, and user experience. Instructed students in 3D modeling, texturing, lighting, and digital game development. Guided creative and technical projects, fostering collaboration, problem-solving, and design thinking skills.

### 3D Artist

Jan 2007 – Oct 2011

Oca 3D | Manaus, Brazil

Produced high-quality 3D models of interior and exterior environments, managing the process from concept to final rendering. Directed a team of artists, provided visual guidelines, and ensured design consistency. Collaborated with clients and architects to translate concepts into visuals that supported project approvals.

### CAD Drafter & 3D Rendering

Jan 2005 – Aug 2009

Barakat e Figueiredo Arquitetura | Manaus, Brazil

Created architectural technical drawings including plans, sections, and elevations. Produced 3D renderings for project presentations and client approvals. Supported project documentation and coordination, ensuring compliance with design and technical requirements.

## TECHNICAL SKILLS

- Design & Visualization: 3D modeling, rendering, digital prototyping
- Documentation & Detailing: Architectural technical drawings, millwork detailing, project compliance
- UX & Digital: UI/UX design, user research, virtual reality environments
- Project Management: Client liaison, team coordination, scheduling, budget tracking

## INTERESTS

- Sustainable design and innovation
- Emerging technologies in design and VR
- Architecture, interiors, and visual storytelling
- Mentorship and design education