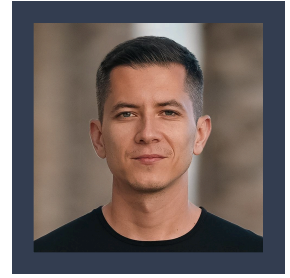# ART MARKIV

SENIOR UI UX DESIGNER | GAME UI EXPERT

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PROFESSIONAL SUMMARY

UI UX Designer with 7+ years of experience crafting intuitive, high-impact user experiences for mobile and game applications. Skilled in UX flows, wireframing, motion design, and UI implementation across multiple game engines, including Unity and O3DE. Strong technical background with hands-on LUA scripting for interactive UI solutions. Proven track record of leading full UI UX overhauls, optimizing game interfaces, and improving user retention through thoughtful design.

EXPERIENCE

Feb 2017 - Present
SENIOR UI UX DESIGNER AT CARBONATED

- Led a full UI UX overhaul for Racing Rivals, resulting in:
  - 🚀 FTUE completion rate doubled, app store rating increased from 2.5 to 4.0
- Designed end-to-end UX flows, wireframes, and UI mockups for multiple game titles.
- Implemented interactive UI layouts in Unity and O3DE
- Developed LUA scripts to streamline UI functionality and enhance in-game interactions
- Created and maintained design systems for scalable, reusable UI assets

Sep 2019 - Sep 2021
PRODUCT DESIGNER AND FOUNDER AT TRAVELLAMA

- Developed the UX strategy and led all aspects of the design process.
- Launched the MVP and acquired the first paying customer.
- Designed a system for personalized travel itineraries based on user preferences.

Jul 2016 - Feb 2017
GRAPHIC & UI DESIGNER AT LITTLE LABS

- Designed UI for mobile apps with over 500k+ downloads (4.5-star average rating)
- Created visual assets for apps and websites with 1M+ installs, 100k daily views
- Developed premium watch faces for major brands like Star Trek, Top Gun & Garfield

May 2016 - Aug 2016
UI UX INTERN AT WANDERKIT

- Designed and built the company website from scratch
- Created mockups, wireframes, and user flows for product pages

EDUCATION

2015 - 2016
UI UX DESIGN AT BLOC

2006 - 2011
BACHELOR OF SCIENCE AT SUSU