



CONTACT

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PORTFOLIO

wirewolfdesign.com/Lenka

EXPERTISE

UI art & interface

Screens, layout, composition,
colour, typography, visual
hierarchy, readability

Motion & polish

UI animation, transitions,
interaction feedback, micro-
interactions in Unity

Systems & assets

Style guides, component
libraries, iconography, logos, 2D
& 3D asset creation

WHAT I BRING

- Led UI art and motion on a full title, from first screen to shipped polish
- Built and maintained style guides and component libraries for complex products
- Worked directly in Unity, hand-in-hand with developers
- Mentored designers on UI craft, polish and motion

TOOLS

Figma

Photoshop

Illustrator

Adobe Animate

Blender

3DS Max

Unity

Jira

LANGUAGES

Slovak - Native

English - Working
proficiency

Lenka Vavrincová

SENIOR UI ARTIST • ANIMATOR

Senior UI artist with 8+ years making game interfaces end to end - screens, iconography and motion. I keep a title's visual language consistent, animate interfaces so they feel alive, and work in-engine with developers.

EXPERIENCE

Senior UI/UX Designer

2023 - PRESENT

GRIP STUDIOS

Police Simulator 2

- Design the UI for an upcoming AA product - menus, HUD and end-to-end screens.
- Produce production-ready UI art, iconography and motion treatments, from wireframe to polish.
- Own the UI visual language and the component library that keep complex flows consistent.
- Partner daily with UX, product and developers to ship visually consistent interfaces.

Senior UX/UI Designer

2022 - 2024

PIXEL FEDERATION

Sweet Farm • Trainstation 2 • Trainstation 3 • Highway Heroes

- Owned the UI art for a live mobile product - screens, assets and visual consistency.
- Implemented UI and micro-interactions directly in Unity alongside developers.
- Created UI assets, icons and prototypes in both 2D and 3D.
- Built and maintained complex design systems and shared visual styles.

CG Artist

2018 - 2022

PIXEL FEDERATION

Seaport • Puzzle Adventure

- Modeled low-poly assets and integrated them into the engine.
- Produced store and marketing renders and prepared visual assets.

Mentor

2019 - 2021

BUTTERFLY EFFECT

- Mentored students in UI, animation and graphic design.
- Led sessions on visual polish and motion in interfaces.

Product Copywriter

2014 - 2016

NAY ELEKTRODOM

- Researched product specs and wrote clear, engaging descriptions for consumer electronics.

SELECTED PROJECT

Garmin Slovakia

Designed a website for a digital competition inspired by the Cesta hrdinov SNP trail.

EDUCATION

2D / 3D Animation & Graphic Design

Secondary School of Scenic Arts • 2011-2015

COURSES & CONTINUED LEARNING

Games, Interaction & Experience - Atomic Design, color coding and usability; workshops with an Art Director at Rovio.

UI/UX for Gaming - ELVTR - Conceptual project with feedback from a videogame UI expert.