

Lenka Vavrincova

Senior UI/UX designer | 2D/3D Game artist | 2D Animator

✉ lenka.vavrincova@gmail.com | 🌐 <https://wirewolfdesign.com> | 📞 +421 944 306 833

SUMMARY

Game UI Designer with 9+ years of experience creating intuitive interfaces for PC, console, and mobile games.

Experienced in designing scalable UI systems, gameplay interfaces, menus, HUDs, and user flows.

Passionate about crafting polished player experiences through thoughtful visual design, interaction, and motion.

COURSES

Mini Tech MBA

Gained a broad overview of IT and improved my digital skills

Woman UX Academy

Practiced user research and persona creation. Co-created a prototype in Figma.

UI/UX for Gaming by ELVTR

A course focused on UI/UX for games. I worked on a conceptual game project and received regular feedback from Ariel Mallo, a videogame UI expert.

Games, Interaction & Experience

Learned principles of Atomic Design, color coding, usability, and readability. Completed workshops with Tatu Petersen-Jessen (Art Director at Rovio), focused on improving existing designs and creating new visual concepts.

Introduction to UX design

Gained practical skills in improving information architecture and user flows. Worked on an online medical appointment booking project using Miro.

TOOLS

[Figma](#) [Adobe Photoshop](#) [Blender](#)

[Affinity Designer](#) [Adobe Illustrator](#)

[3DS Max](#) [Miro](#) [Confluence](#) [Jira](#)

[GSuite](#) [Unity Engine](#) [Claude](#)

EXPERIENCE

Senior UI Designer - Grip Studios

2024-present

- Designing UI for an upcoming AA PC & console game
- Creating menus, HUDs, and gameplay interfaces
- Designing 2D UI icons and visual assets
- Creating UI animations and interaction states
- Building and maintaining the UI design system
- Collaborating with game designers and developers

Senior UX/UI Designer- Pixel Federation

2022- 2025

- Designed end-to-end UX and UI for a mobile game, prioritizing usability and visual consistency
- Created wireframes, prototypes, and user flows to test and refine player experience
- Built and maintained design systems including component libraries and visual styles
- Designed UI assets, animations, and micro-interactions optimized for mobile touch interfaces
- Worked in close collaboration with Unity developers to ensure seamless implementation and performance

2D/3D Artist- Pixel Federation

2018- 2022

- Modeled low-poly assets and integrated them into the engine
- Created visual assets for in-game store, marketing materials, and promotional campaigns
- Prepared graphics for production including asset optimization and technical hand-off

Butterfly Effect- Mentor

2019- 2021

- Mentored students in animation, graphic design, and UI fundamentals
- Provided guidance on visual polish, animation timing, and UI best practices

NAY Elektrodom

2015- 2016

- Researched product specifications and technical details for consumer electronics
- Wrote clear, engaging, and informative product descriptions

PROJECTS

Garmin Slovakia

Designed a responsive website for a digital competition inspired by the Cesta hrdinov SNP trail. Focused on intuitive navigation, accessibility, and creating an engaging user experience that encouraged participation.

EDUCATION

2D/3D Animation and Graphic Design

2011- 2015

Secondary school of Scenic Arts

SKILLS

UI Design, UX Design, Design Systems, Logos & Icons Creation, 2D art, 3D graphic, Artificial Intelligence, Micro-interactions, Animation, Mentoring, Documentation

LANGUAGES

Slovak ●●●●●

English ●●●●●