Résumé

LOCATION: Moldova, Chisinau • **PHONE:** +37378113302 • **GMAIL:** daria.ferdman@gmail.com
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Daria Ferdman
GAME UX/UI DESIGNER

SKILLS

UX/UI: Wireframing, Prototyping, UX Writing, UI Kits, GDD, UX Research

Art: 2D Asset Creation, Icon Design, Character Concepts

Other: Game Localisation, ASO, QA Testing, Game Narrative

Tools: Figma, Photoshop, Illustrator, Unity, Aseprite, Google Suite, ChatGPT, OpenArt.ai, ProCreate

Languages: English, Russian, Romanian, Hebrew, French, Spanish, Italian

WORK EXPERIENCE

My.Games — Game UX/UI Designer

2025 - Present

- Redesigned UI flows and mockups for mobile game features
- Tested and analysed builds in Unity and proposed UX improvements
- Created and optimized UI assets in Photoshop and Illustrator

Eventyr — Game UX/UI Designer

2024 - 2025

- Designed Lo-Fi and Hi-Fi mockups and UI Kits
- Created 2D assets and ASO graphics (icons, store visuals)
- Prototyped and tested user interfaces
- Performed QA and analysed user feedback post-launch
- Maintained GDD and internal design docs

WIS — Lead UX/UI Designer

2022 - Present

- Designed cross-platform web/mobile interfaces and UX flows
- Built design libraries and improved customer journeys
- Created illustrations, icons, and onboarding visuals
- Prepared user manuals and packaging visuals in Adobe Suite

EDUCATION

Introduction to Game Design — Epic Games

Game Design: Art and Concepts Specialisation — CalArts

2D Graphics Basic — SkillsUp School

UX Design Professional Certificate (6 courses) — Google

Associate Degree, Communication & Media — Ariel University of Samaria, Israel