

BOHDAN PRYSHLIAK

Senior Game UI Designer

@ zephyr.game.develop@gmail.com

linkedin.com/in/bogame/

portfolio: <https://t.ly/V5OGP>

behance.net/MOSTPHRESH

Warsaw, Poland



EXPERIENCE

Senior Game UX/UI Designer, current position

MADFINGER Games

01/2023 - Present hybrid

<http://madfingergames.com>

Designing, prototyping and implementing of the UI for the PC multiplayer FPS with deeply immersive gameplay and a maximum focus on realism on the latest **Unreal Engine 5**

Senior Game UI Designer, 6 yrs

FragLab

05/2017 - 12/2022 Kyiv, Ukraine

<https://www.shatterline.gg/>

Designing and prototyping of the UI screens and elements, designing of the HUD, game lobby, shop, season screens, friend/social systems, hero equipment, settings, and other screens in free to play FPS game "**ShatterLine**"

GUI Designer, 2 yrs

Crytek

06/2015 - 05/2017 Kyiv, Ukraine

https://youtu.be/dX6_7-jf6qQ?t=10m59s

Designing and developing the graphic user interface for the online free-to-play shooter "**WarFace**" - the online free to play shooter with 5 player Co-op, new daily content, PVP, and intense tactical combat powered by **CRYengine**

Flash Designer, 3 yrs

WarGaming

10/2012 - 05/2015 Kyiv, Ukraine

Wargaming.net

Implementation of graphic user interface for the flight combat MMO action game "**World of War Planes**" using Adobe Flash and Autodesk Scaleform technologies

INDIE PROJECT

DUCK IN THE POOL

2019 - 2020 Kyiv, Ukraine

<https://www.duckinthepool.com>

Hyper-casual mobile game designed, developed and published on AppStore by me. behance.net

- "**Best game of the conference**" at *Games Gathering 2019*
- "**Best hyper-casual project**" at *Indie Blast 2019*

SUMMARY

Working in the game industry for **more than 10 years**, I have developed a couple of the award-winning indie games by myself, and I have worked in the AAA game studios like crytek.com, wargaming.net, fraglab.com, madfingergames.com

- I have a deep understanding and experience in designing complicated UI systems and creating user flows and game loops, familiar with the latest UX prototyping methods, and modern UI patterns.
- Experience in implementing UI designs to modern game engines, like Unreal Engine 5, CryEngine, Lumberyard.
- Cooperating closely with the art direction and team of engineers and developers to produce best practices in developing of the UI
- Usability testing and interaction research, working with game analytics to generate insights regard to player behaviors and business decisions.

EDUCATION

Master's degree in Information Technology

National Aviation University

2007 - 2012 Kyiv, Ukraine

- Institute of Computer Technologies, Computer Science Faculty

SKILLS

Figma Photoshop Illustrator

Unreal Engine Animate Flash

ActionScript Adobe AIR

InVision Studio Adobe XD