



Daria Morgen

UI/UX Designer & 2D Artist

SUMMARY

Professional UI/UX Artist with a strong design, painting, and visual graphics background. High creative and analytical skills. Team player with an eye for detail.

CONTACT:



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Warsaw, Poland

SKILLS:

- Figma
- Adobe CC
- Blender
- AI
- Unity
- Git

EDUCATION:

UMCS

2020-2022

Master of Graphic Arts

LANGUAGE:

- English
- Polish
- Ukrainian

EXPERIENCE:

UI DESIGNER

2023 - PRESENT

Wooga

- Supported decision-making through analysis of player feedback
- Maintained the consistency and delivered a variety of assets for live-ops features
- Prepared and implemented scenes in Unity, handling layout setup, transitions, and animations

UI/UX DESIGNER

2019 - 2022

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- Creating interfaces for in-game features as well as creating UI/UX for new projects from the scratch;
- Breaking down features into defined structures, components, and processes that meet the technical, aesthetic, and functional requirements of the game's vision
- Working closely with art team to create illustrations for a game
- Preparing guidelines and libraries for devs, exporting technically optimized assets

GRAPHIC DESIGNER, ILLUSTRATOR

2016 - 2019

Wow-How Studio

- Creating visuals and UI elements for mobile/PC games
- Creating marketing illustrations and graphic design using 3D and 2D assets
- Preparing storyboards and key illustrations for clients
- Branding from the sketch to final design