



KANCHAN DUWAL

UI/UX DESIGNER & UI ARTIST

CONTACT

- +358 46 583 5379
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- Taitoniekantie 9d, Jyväskylä

IT SKILLS

- Unity (Game Engine)
- Photoshop & Illustrator
- Blender
- Figma
- C# Programming

SOFT SKILLS

- Teamwork
- Communication
- Creativity
- Attention to detail

LANGUAGES

- English (Fluent)
- Japanese (Fluent)
- Finnish (Basic)
- Nepali/Hindi (Native)

HOBBIES

- Video Games
- Trekking
- Anime

References available upon request

PROFILE

Creative and motivated UI/UX Designer and UI Artist specializing in 2D game interfaces and user-centered interaction design. Skilled in designing clean, accessible layouts that improve usability and player enjoyment. Strong teamwork, communication, and problem-solving abilities, with hands-on experience in Unity UI implementation, 2D asset creation, and basic 3D modelling.

WORK EXPERIENCE

JAMK Game Project 2

08/2025 - 12/2025

UI/UX Designer & UI Artist

- Designed updated menus, HUD layouts, and interactive UI elements based on the project's theme and gameplay structure.
- Created refined 2D UI assets such as icons, buttons, and visual elements to maintain consistent style.
- Implemented UI in Unity with improved layout organization, anchors, and responsive scaling.
- Tested UI flow with the team and enhanced clarity, navigation smoothness, and overall player experience.

Jamk Game Project 1

01/2025 - 05/2025

UI/UX Designer & UI Artist

- Designed all key UI elements, including start menu buttons, navigation, and in-game HUD.
- Created polished 2D UI assets that matched the game's style and theme.
- Implemented UI in Unity using Canvas, anchors, and basic C# scripting.
- Tested UI usability inside the game and improved clarity, readability, and player experience.

EDUCATION

Bachelor of Business Information Technology

2024 - Present

Jamk University of Applied Sciences

Management

Completed 2011

Kathmandu Donbosco H.S. School