Nerian Bortein

Lead Experience Designer

CONTACTS

Email
nerianbortein@gmail.com

LinkedIn
Nerian Bortein

LOCATION

Warsaw, Poland

Interested in remote work only
(worldwide, including on a B2B basis)

SKILLS

Technical
- Figma
- Adobe XD
- Adobe Photoshop
- HTML, CSS

Design
- Information Architecture
- User Flow
- Wireframing
- Prototyping
- Product Design
- Content Strategy
- Systems Design
- Jobs To Be Done Methodology
- Design for Accessibility
- Design for Mobile
- Multi-platform App Design

Collaboration
- Confluence
- Miro
- Jira

LANGUAGES

English – Professional working
proficiency (B2)

SUMMARY

Designer with over 5 years of experience in game development. Currently the Lead Experience Designer at Sperasoft, where I have had the opportunity to contribute to the development of a multi-platform co-op shooter and to live ops of two mobile games (all three based on well-known IPs), leading a team of 3-5 UX/UI designers. I hold a Master's degree in Human-Computer Interaction and am passionate about creating engaging and accessible design that aligns with the game design vision and business goals. In addition to my design responsibilities, I am also involved in hiring and business development activities.

WORK EXPERIENCE

Lead UX Designer @ Sperasoft, a Keywords Studio
Aug 2019 – Present 5 yr 5 mos

Sperasoft is a game co-development company headquartered in California. We work closely with our partners to deliver high-quality titles for world-class publishers. Sperasoft is a part of Keywords studios, an international technical and creative services provider to the global video games industry and beyond.

Projects I worked on:

1. "Rainbow Six: Extraction" (Ubisoft, 2022):
   - Co-developed a variety of UX/UI features, including Chat Wheel, Mark&Ping System, After Action Reports, and Tutorials;
   - Contributed to utilities such as friends list, the welcome screen and accessibility settings.
2. "Mortal Kombat Mobile" and "Injustice 2 Mobile" (NetherRealm Studios):
   - Designed a large number of features such as Team Presets, Battle Pass (only UI), Fusion Boost, Updated Combat HUD, Tower Rewards, Advanced Filtering and Sorting in Collection, Survivor Mode and so on. Most of them have had a positive impact on the daily experience of players and have received very good feedback from them;
   - Led a team of 3-5 UX/UI designers working on both projects for 2 years. We developed quality-of-life features and assisted the game design team.

In addition to my design responsibilities, I am also involved in hiring and business development activities.

Russian – Native

Important note: In most cases, as a co-developer/outsourcer, I can't share any development or design details due to very strict NDA restrictions.

Junior User Researcher @ ITMO University
Dec 2017 – Jun 2018 7 mos

Worked at University Usability Lab providing user research services to its clients.

- Performed UX audits of web and mobile applications;
- Conducted usability testing using eye trackers (Tobii);
- Conducted user surveys and interviews.

EDUCATION

ITMO University
Master's Degree in Human-Computer Interaction, 4.5/5.0