

Nerian Bortein

UX Designer



CONTACTS

Email

nerianbortein@gmail.com

LinkedIn

[Nerian Bortein](#)

LOCATION

Warsaw, Poland (GMT+1)

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 a passion for crafting meaningful, cross-platform experiences in games and apps. I build scalable design systems grounded in strong information architecture and well-structured, goal-oriented user flows – driving user engagement and supporting product success.

With a background in Human-Computer Interaction, I bring a user-centered and business-aware mindset – balancing user needs with product goals to create experiences that are both valuable and viable. I collaborate closely with cross-functional teams, contribute to product vision, and mentor peers to deliver thoughtful, high-quality solutions.

WORK EXPERIENCE

Lead UX Designer @ Sperasoft, a Keywords Studio

Aug 2019 – Present 6 yr 4 mos

Responsibilities:

- Designing UX/UI, scalable design systems, user flows, and interaction patterns.
- Mentoring and guiding 3–5 designers; participating in hiring and team growth.
- Concepting and prototyping early ideas for unannounced games and features under NDA.
- Contributing to product vision and strategy while balancing player needs with business goals.

Selected projects:

1. "Rainbow Six: Extraction" (Ubisoft, 2022):
 - Co-developed UX/UI features: Quick Communication Wheel, Mark & Ping system, After Action Reports, Tutorials.
 - Improved core utilities: friends list, onboarding menus, accessibility settings.
2. Mortal Kombat Mobile & Injustice 2 Mobile (NetherRealm Studios)
 - Designed major features: Team Presets, Battle Pass, Collection, Combat HUD, Store, Survivor Mode.
 - Led UX/UI team, driving quality-of-life improvements and close collaboration with game designers.

Due to NDAs, my public portfolio is limited. I can discuss design challenges and approaches in conversation without revealing confidential details.

Russian – Native

User Research Intern @ 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