

Nerian Bortein

UX Designer – Games & Digital Products



CONTACTS

[✉ nerianbortein@gmail.com](mailto:nerianbortein@gmail.com)

[LinkedIn](#)

LOCATION

Warsaw, Poland (GMT+1)

Remote worldwide collaboration |
Available for B2B contracts

SKILLS

Core

- User Flows
- Wireframing
- Prototyping
- Information Architecture

Tools

- Figma
- Adobe Photoshop
- Miro
- Jira / Confluence

Domain

- Systems Design
- Content Strategy
- Design Compliance
- Jobs To Be Done
- Accessibility Design
- Multi-platform App Design

LANGUAGES

English – B2 / professional working

Russian – Native

SUMMARY

Experienced UX Designer crafting seamless, scalable systems for games and digital products – connecting user needs with product goals through clear information architecture and thoughtful interaction design.

WORK EXPERIENCE

Lead UX Designer @ Sperasoft, a Keywords Studio

Aug 2019 – Present 6 yr 4 mos

Led UX for major features and live-service systems, collaborating with cross-disciplinary teams to define UX vision, structure complex feature sets, and deliver cohesive, accessible interfaces for AAA and mobile titles. Mentored four designers, supported hiring and growth, and prototyped early concepts for unannounced titles under NDA. Notable projects include:

- Rainbow Six: Extraction (Ubisoft) – co-developed Quick Communication and Mark & Ping systems, After Action Reports, and Tutorials.
- Mortal Kombat Mobile & Injustice 2 Mobile (NetherRealm Studios) – designed and shipped features including Team Presets, Battle Pass, Combat HUD, and Survivor Mode. Led the UX/UI team to drive quality-of-life improvements and close collaboration with game designers.

Portfolio limited due to NDAs; happy to discuss design rationale and decision-making process in detail during interviews.

User Research Intern @ ITMO University

Dec 2017 – Jun 2018 7 mos

Gained hands-on experience in user research at the university's Usability Lab, supporting client projects through UX audits, usability testing with Tobii eye trackers, and user interviews.

EDUCATION

Master's in Human–Computer Interaction, ITMO University – GPA 4.5 / 5.0