

Nerian Bortein

Lead UX 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

Lead UX Designer with a passion for crafting meaningful, cross-platform experiences in games and apps. I build scalable design systems rooted 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, business-aware mindset – balancing user needs with product goals to create experiences that are both valuable and viable. I thrive in collaborative environments, contributing to product vision, mentoring peers, and working closely with cross-functional teams to deliver thoughtful, high-quality solutions.

WORK EXPERIENCE

Lead UX Designer @ Sperasoft, a Keywords Studio

Aug 2019 – Present 6 yr 1 mos

Sperasoft is a game co-development company headquartered in California, and part of Keywords Studios – a global provider of technical and creative services for the video games industry. We collaborate with leading publishers to deliver high-quality titles across platforms.

Selected projects:

1. "Rainbow Six: Extraction" (Ubisoft, 2022):
 - Co-developed a wide range of UX/UI features, including the Quick Communication Wheel, Mark & Ping system, After Action Reports, and Tutorials.
 - Contributed to core utilities like the friends list, onboarding menus, and accessibility settings.
2. Mortal Kombat Mobile & Injustice 2 Mobile (NetherRealm Studios)
 - Designed major features such as Team Presets, Battle Pass, Collection, Combat HUD, Store, and Survivor Mode – several of which significantly improved player engagement and product performance.
 - Led a UX/UI team of 3–5 designers, focusing on quality-of-life improvements and close collaboration with game designers.

Beyond project work, I actively contribute to hiring processes and business development initiatives, helping shape team growth and project direction.

Russian – Native

Due to the nature of co-development and strict NDAs, my public portfolio is limited. However, I'm able to share general challenges and design approaches in conversation, without revealing sensitive details.

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