

ANTONY NAUMOVIC

UX | UI | Tech | Design

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EDUCATION

OXFORD BROOKES UNIVERSITY

BSc (Hons) Computer Science
2019 - 2022

First-Class Honours

SKILLSET

DESIGN & PROTOTYPING

- › Figma
- › Adobe Suite (Xd, Ps, Ai, Id, Ae)

GAME ENGINES & UI

- › Unity
- › uGUI
- › UI Toolkit
- › Unreal Engine 5

VERSION CONTROL

- › Git
- › Github
- › Unity Version Control

WEB & PROGRAMMING

- › C#
- › Python
- › TS / JS / React
- › Flutter / Flutter Geolocator

3D & PIPELINE

- › Blender
- › Substance Suite
- › Shader Authoring
- › Custom Render Passes
- › GPU Profiling

EXPERIENCE

SECRET WATERFALL

Art Lead

August 2021 - October 2025

- › Architected a component-driven UI Toolkit framework, enabling rapid implementation from Figma designs and ensuring consistency across teams.
- › Led the art team and managed client relationships to deliver cohesive, performant UI/UX for a live service title across menus, HUD, and in-game systems; coordinated design-to-engine workflows and migrated uGUI to UI Toolkit, improving load times and maintainability.
- › Co-ran user-testing and liaised directly with the client to prioritise UX improvements and validate design decisions.

Technical Artist

June 2020 - August 2021

- › Collaborated with developers to deliver user-first interactivity, production-ready 3D assets, and optimised custom shaders in Unity across multiple render pipelines.

TIPPING POINT SOLUTIONS INC.

3D Technical Director (Contract)

April 2023 - October 2023

- › Led end-to-end UI/UX for a digital school in Unreal Engine 5, creating wireframes, visual systems, and a W3C/WCAG accessible website that was responsive across devices.
- › Authored Adobe XD flows with design tokens, delivering interactive prototypes for web, desktop, and mobile.
- › Implemented age-aware safeguarding and admin tools for the platform: one-tap reporting, audit logs, and role-based admin dashboards with incident tracking.

INTERACTIVE SCHOOLS

Design Intern

November 2018 - September 2020

- › Designed interaction flows, motion and web/social assets, and wireframes; utilised website heatmaps and tracking analytics to boost user retention.