

# ANTONY NAUMOVIC

UX | UI | Tech | Design

✉ antonynaumovic@gmail.com  
📞 (+44) 7443 471517  
🌐 antonynaumovic.com

## EDUCATION

### OXFORD BROOKES UNIVERSITY

BSc (Hons) Computer Science

2019 - 2022

First-Class Honours

## 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.

## 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