

Music AI - Mobile Rythm Game

Date: 2025.05 ~ 2025.06 1 mon

Tools: Figma, Midjourney, Adobe Photoshop, Adobe AfterEffect

Contribution: 100%

Designed the end-to-end product experience for a rhythm game, building the IA/UX flows, a lightweight design system, and high-fidelity prototypes to keep navigation intuitive and consistent across 20+ screens. Produced logo variants, micro-interactions, and motion assets; created animated characters and backgrounds utilizing Midjourney/Photoshop/After Effects aligned to the game's UX states (onboarding, cooldown, reset, settings). Delivered a clear handoff with components, tokens, and behavior specs so engineering could implement as designed.

