



IRENE NTALLA

UI/UX Designer



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EDUCATION

Bachelor of Economics
Piraeus University
2007 - 2012

Master of IBA
HS- Worms University
2014- 2016

EXPERTISE

- UI/UX Design
- Branding and Marketing Design
- Visual and Graphic Design
- Creative Problem-Solving
- Collaboration and Communication Skills

LANGUAGE

- Greek
- English
- German

PROFILE

I design immersive UI/UX, engaging visuals, and impactful marketing materials to enhance gameplay and amplify a game's presence. Combining creativity and functionality, I craft experiences that captivate players and bring games to life.

WORK EXPERIENCE

Holyday Studios, Gaming

2016 - 2024

UI/Ux Designer

- Working with developers to implement UI designs and troubleshoot issues.
- Partnering with game artists to ensure visual consistency and quality.
- Designing intuitive and aesthetically appealing interfaces.

Visual and Graphic Design

- Crafting visually cohesive interfaces that match the game's branding
- Designing logos, style guides, and promotional UI elements for marketing purposes

Branding and Marketing Design

- Creating promotional UI for trailers, websites, social media or app store pages.
- Designing visuals that align with the game's identity, enhancing visibility and recognition.

TOOLS

FIGMA

Wireframing
Prototyping

ADOBE PHOTOSHOP

Create UI Assets
Visual Prototyping
Asset Optimization