

# Tomáš Mikula

## UI/UX Game Design

Thanks to my experiences across fields, I see myself as a perspective candidate for UI/UX designer in the game industry.

My skillset includes knowledge of UI design, cognitive psychology, programming, and games (yes, I am a gamer!), and I am used to explaining and communicating design to technical thinkers.



## Skills

- UI/UX Design and visualisation
- Figma/Sketch and similar design related tools
- strong programming skills in Python
- communication with technically oriented people
- academia experience (teaching, research, etc.)
- attention to detail

## Experience

### Dept. of Computer Science - Palacký University

2018 - present

UI/UX design, print design

### User interfaces course

2018 - present

Teaching UI/UX course at Palacký university, author of lecture materials.

### beecode.io

2016 - present

UI/UX design, external consultations – Unizone, Noc vědců and other projects

## Education

**Ph.D.** Department of Computer Science, UPOL  
*Relational data and cognitive psychology*

2018 - present

**MSc** Department of Computer Science, UPOL  
*Master thesis - Award winner of Dean of the Faculty of Science UP*

2016 - 2018

**BSc** Department of Computer Science, UPOL

2013 - 2016