Tomáš Mikula

UI/UX Game Design

Dear Flaming Fowl,

I have spent my childhood gaming, creating simple games with pixel-art graphics, and finding the best setup for my World of Warcraft interface.

As I became older, I went to university to study computer science. Nevertheless, I still had my passion for design, the human mind, and gaming. Alongside technical studies, I was actively designing user interfaces and practicing my eye for detail. Later, I decided to stay for my Ph.D. studies. Most of my time, I spent studying human conceptual systems and teaching an introductory course on user interfaces.

Now, I am at the end of my studies, and the time to return to my roots has come. I want to combine my broad skillset to make games again. I want to start gaining experience before my Ph.D. studies end to stay in the game industry as a full-time employee afterward.

If you see any possibility of remote cooperation in the form of an internship or a half-time job, I would be thrilled to do so.

Sincerely,
Tomas Mikula

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