Tomáš Mikula
UI/UX Game Designer

behance.net/tomasmikula

I strive to **create the best possible experience** for the players which I believe **initiates within the core designs of the game** and goes **beyond the UI design**.

Skills & proficiencies

Figma
Low/high fidelity mockups.

Unreal Engine 4/5
Blueprints & UMG.

Python 3
Data analysis and coding.

Jira & planning
Organising work & meeting deadlines.

Independent & reliable
Experience with hybrid/remote.

Gamer on multiple platforms
Passionate gamer who follow trends.

Experience

INGAME STUDIOS, a.s.   2023 - present
UI/UX designer - *full-time hybrid*

Palacký University   2019 - 2023
Teaching UI/UX course, author of lecture materials.

beecode.io   2016 - 2023
UI/UX designer – Unizone, Noc vědců and other projects

Education

Ph.D.   Department of Computer Science, UPOL   2018 - present
            Relational data and cognitive psychology

MSc   Department of Computer Science, UPOL   2016 - 2018
            Master thesis - Award winner of Dean of the Falculty of Science UP

BSc   Department of Computer Science, UPOL   2013 - 2016

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