

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

The Box - First Person UI Demo

2023

UE5 demo with working UI and game mechanics - [Behance](#)

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