

Tomáš Mikula

UI/UX Game Designer



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
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