

Olena Khozhylina

Graphic Designer / UIUX Designer / Game UI & Visual Production

Graphic & UI Designer with 5+ years of experience in game development and digital products. Delivered production-ready UI and visual assets for 25+ released games. Specialized in responsive game interfaces, visual design, design systems, localization, bitmap fonts, asset optimization, and UI implementation.

Technical / UIUX Designer / May 2025 – Jul 2026 · 1 yr 3 mos / BePlay

- **Production Game UI:** Delivered production-ready UI and visual assets for 25+ released games, including splash screens, info pages, bitmap fonts, icons, and promotional materials.
- **Responsive UI Implementation:** Integrated UI directly into game builds using HTML/CSS and Pixi.js across portrait, landscape, desktop, tablet, iOS, and Android layouts.
- **Localization & JSON:** Structured UI text and JSON keys for multilingual game releases, maintaining visual consistency across different languages.
- **UI Kits & Game Components:** Implemented game interfaces and reusable UI components based on approved UI kits.
- **Cross-Functional Agile Collaboration:** Worked closely with developers, project managers, animators, team leads, and designers within a Scrum workflow, including planning sessions, task estimation, reviews, and two-week sprints.
- **Technical Workflow:** Managed game builds through WebStorm and GitLab, including branches, implementation, merge requests, and production handoff.
- **AI-Assisted Technical Workflow:** Worked directly in the IDE and production codebase, using AI-assisted tools to support UI implementation, code adjustments, troubleshooting, documentation, and faster iteration.

TOOLS & WORKFLOW: FIGMA · ADOBE PHOTOSHOP · SVGATOR · WEBSTORM · PIXI.JS · HTML5 · CSS3 · SCSS · JSON · GITLAB · JIRA · CONFLUENCE · AI · SCRUM

Technical / Graphic Designer / Apr 2024 – May 2025 · 1 yr 2 mos / Techtellent

- **Global Game Localization:** Adapted game interfaces, bitmap fonts, and visual assets for 30+ languages and 30+ currencies.
- **Asset Production & Optimization:** Prepared animation-ready UI assets, optimized texture atlases with TexturePacker, and maintained production naming standards.
- **Game UI & Visual Assets:** Designed splash screens, info pages, intro visuals, game icons, currency icons, and promotional materials.
- **Responsive Adaptation:** Prepared game UI assets for portrait, landscape, desktop, tablet, iOS, and Android formats.
- **Cross-Functional Production:** Collaborated with artists, animators, and developers to deliver implementation-ready assets for production builds.

TOOLS & WORKFLOW: FIGMA · ADOBE PHOTOSHOP · TEXTUREPACKER · HTML5 · CSS3 · SPINE 2D · SVN · JIRA · CONFLUENCE · AI · FIREFLY · BACKLOG-BASED WORKFLOW

Portfolio



a.khozhylina@gmail.com

Bachelor

National Technical University
Department of Ecology and
Chemical Technology
Graduated in 2014

Specialist Degree

State Academy of Culture
and Arts
Musical Art
Graduated in 2010

Skills

Game UI Design
Graphic Design & Visual
Design Systems & UI Kits
Responsive UI Design
Interactive Prototyping
UI Localization
Production
Bitmap Font Production
Icon & Illustration Design
Branding & Marketing
Developer Handoff
HTML5 / CSS3

Add Tools

After Effects
Framer
Rive
Adobe Illustrator
Affinity
Notion
Procreate

UI/UX / Graphic Designer / Feb 2022 – Mar 2024 · 2 yrs 2 mos / CXDojo Inc.

- **UI/UX Design:** Created responsive interfaces, wireframes, high-fidelity mockups, and interactive prototypes for web and mobile products.
- **Lo-Fi & High-Fidelity:** Created wireframes, Hi-Fi mockups, and interactive prototypes for web and mobile.
- **Responsive Design:** Crafted adaptive, mobile-first layouts for seamless experience across all devices.
- **Graphic & Brand Design:** Produced branding materials, illustrations, icons, landing pages, and marketing visuals.
- **Developer Handoff:** Prepared clear specifications, UI documentation, and production-ready assets for development teams.

TOOLS & WORKFLOW: FIGMA · ADOBE PHOTOSHOP · ADOBE ILLUSTRATOR · PROCREATE · TRELLO · NOTION · KEYNOTE · FLEXIBLE AD HOC WORKFLOW

Graphic Designer / Retoucher / Jul 2018 – Oct 2021 · 3 yrs 4 mos / RedUmbrella

- **E-commerce Visual Strategy:** Designed conversion-focused infographics and high-impact advertising assets optimized for major e-commerce platforms including Amazon, Allegro, and Lamoda.
- **Advanced Photo Editing:** Executed professional-grade photo processing, high-end retouching, and precise color correction for fashion and beauty campaigns using Adobe Photoshop and Illustrator.
- **Cross-Functional Collaboration:** Partnered closely with marketing managers and fellow designers to conceptualize and produce cohesive visual content and dynamic motion graphics for multi-channel social media campaigns.
- **Brand Asset Management:** Developed and maintained a library of brand-consistent graphic assets, ensuring visual alignment across various digital touchpoints and advertising formats.
- **Performance Optimization:** Streamlined the visual production workflow by implementing standardized templates and optimized file preparation techniques, significantly reducing turnaround time for marketing deliverables.

TOOLS & WORKFLOW: ADOBE PHOTOSHOP · ADOBE ILLUSTRATOR · ADOBE BRIDGE · BASECAMP · KANBAN-STYLE CONTENT PRODUCTION

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