



Ilya Kanatov

LAST UPDATE: MAY 28, 2018

Full stack UX Designer and UI Artist from Russia.

8 years of experience in video games industry.

Looking for a **UX Designer, UI Artist, Graphic Designer** role.

Key Skills

UX design (IxD, Wireframing);	Adobe Photoshop;
Rapid-prototyping (Axure);	Adobe Illustrator;
2D Art;	Adobe Animate (Flash);
3D Graphic;	Adobe After Effects
Graphic Design;	Unity;
Animation;	Blender 3D;
Unity and Flash assets;	Git, Jira;
Unity C#, Html/JS, Action Script 3;	

Platforms Mobile and tablets: iOS, Android; PC: Social networks;

Expectations I'm willing to find a freelance job or relocate to UK, EU, USA, AU and CA, and **need a work permit** for these countries.

About Me I'm 29. I started my digital career as a web designer and developer, but gamedev lit a new passion to juicy game GUI's.

I shipped 1 mobile and 6 social network games titles from start to release, as well as participated and assist a lot of mobile and social network games.

The general workflow steps I follow:

1. Translate game designer's ideas into a live prototype;
2. Test and iterate the prototype;
3. Create look and feel, inspired by game design, trends and personal ideas;
4. Built assets for a game engine and animate;
5. Check integration quality of an in-game behavior and entire look.

Education **Russian-British Institute of Management**
Finished 4 courses of Graphic Design qualification, 2009–2013.

Novouralsk Government Polytechnic College
Graduate Leading construction and building operation specialist, 2004–2008

Intermediate English level: TOEFL iBT 62 points. Native Russian.

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Portfolio Art kanatov.com/portfolio-behance/
UX/IxD kanatov.com/portfolio-ux/

2018 **UX/UI** — King “Pokemon GO”

[Analysed onboarding process](#) of Pokemon GO mobile game and wrote a report about problems and possible solutions.

[Conducted user research](#) of gym battles to confirm players problems, and suggested improvements to decrease player’s confusion.

2018 **UX/UI** — Gears of Leo “[Leo Vegas onboarding improvement](#)”

In this report I showed an express improving process of a sign up flow UX of a mobile version LeoVegas website online casino.

2018 **Art** — Tag Games “[Hidden object shop screen](#)”

Provided a high-detailed and animated concept of a shop screen layout for a fiction Hidden Object game.

■ **Client’s feedback: “Art skills are absolutely fantastic”.**

2018 **UX/UI** — Outfit7 “Tom and friends”

Completed test tasks for “Tom and friends” game series: [amazing UX report](#) of improvement a wardrobe screen in My Talking Angela game.

As well as a great work by [involvement to an in-game promotion](#) in My talking Tom game.

Nov 2017 **UX/UI, Art** — Dreamgate “NOVA”

Jan 2018

Collaborated closely with art lead and game designer to find best look and feel of spaceship battles, design the best possible interaction method to suit a gamedesign needs.

Drew [spaceship thumbnails](#) and made few [UI concepts](#) for an original art direction, as well as provided concept of new art direction.

After successful employment the company was restructerised because of financial problems. Me and many people lost the job.

2017 **Art** — SYBO games "[Puzzle Game test](#)"

For this test task I delivered a stylized screen of a fictional casual game for ladies about pets and shopping.

■ **Client's feedback: We are very much impressed by your work.**

2017 **UX/UI** — Dreamgate "[Clash Royale Campaign](#)"

Showed the way of incorporation the single player campaign mode for Clash Royale game. Made the research and delivered the report with detailed description.

■ **Client's feedback: "It was really quite something! Did not expect a document to that level showing consideration for the player and the core game principles".**

2017 **Art** — Uken "Who wants to be a millionaire?"

Made a mobile game question screen in two styles: [casual](#) and [TV show](#).

2017 **Art** — Frontier "[UI Test](#)"

Delivered the vision of a solid 3d space environment for a console video game. The test task was successfully accepted.

Realised showcase 3d scene with animated UI elements as well as all the environment graphic, decorative UI elements, icons and typography work.

2017 **UX/UI** — OneSite Hosting

Analysed the hosting service website to increase conversion and customer satisfaction as a volunteer.

Recorded videos of user testing, analyzed them and wrote reports of weaknesses in an onboarding process. Wrote a [step by step report](#) how to enlarge registration and slightly increase an income.

Created an email template to improve customer satisfaction in [suspension](#) case.

■ **Client's feedback: "What an awesome template!"**

Integrated [Git with deploy](#) to a front-end. Translated onboarding pages to Russian language. Supported world-wide customers in a community with love in my heart.

2016 **Art** — 3apps “[Mole Hole](#)”

Collaborated with a freelance client to create a vision of a tablet game.
Made environments, all interactive elements and UI graphic.

2016 **UX/UI** — InnoGames “[Elvenar](#)”

Created a vision of a natural looking environment in the test task.

2016–Present **Graphic Design** — Home Project “[Graphic Treasury](#)”

The personal marketplace where I sell Photoshop actions and graphic kits.

The place for skill bumping and experiments that teaches to make high-quality projects and increase selling with promo graphic and landing pages.

Respectfully talk with each my client and solve all issues.

2016 **UX/UI** — Unnyhog “[Unnyworld](#)”

Improved a rating screen for a freelance client and MOBA tablet game.

■ **The client was very impressed.**

2016 **Art** — Real Games “[Match 3](#)”

Created a vision of cartoon and casual match 3 social network game for a freelance client.

Drew environment, all icons and suggest an extra interaction elements that helps a player.

2015–2016 **Unity C# develop** — Home Project “[Mobile Puzzle](#)”

■ **Developed mobile puzzle game prototype. I was inspired by Unity features and realise own game prototype using C#.**

The project includes A* pathfinding, auto-saves, level design tools (such as creating pathfinding mesh, tiles editor, etc.) and 5 levels.

Managed project using Git and Jira.

2015 **UX/UI, Graphic Design** — Home Project "[Tokwithme](#)"

Realised anonymous mobile chat app concept inspired by "Her" movie.

Defined a general user story and use it to create basic screens and navigation. Created UI graphics and cute fancy icons.

2015 **UX/UI** — Herocraft "[Tablet Strategy](#)"

Completed test task for a freelance client, that includes two different screens of a tablet RTS game. The test task was successfully accepted.

Researched main navigation problems in the game/map mode and created a UI conception for units manipulation. Created UI graphic style and drew required icons.

Improved the troops management screen and enlarged units quantity as well as created basic graphic style.

2014–2015 **UX/UI, Art, Graphic design** — 2B Games "[Age of Space](#)"

Participated in a freelance project and worked on mobile turn based strategy game with a small startup team.

Every day collaborated with a team to deliver a better interaction and attractive look and feel. Every week presented a previous-week iteration, answered to all the questions and carefully listened a discussion.

Work closely with developers to ensure all behaviour and graphics deliver the best experience possible.

Transformed a complex game design with a lot of calculations and high information density into readable UI with a clear feedback. Organised UI prototypes tests with my friends to find weak places and improved the UI.

Created a visual style, vfx and drew all the required game graphics: UI decorations, and icons; 3D graphics: [space environment](#), placeholders and spaceships; logotype and required promo graphic: app icon and banners.

2013–2014 **UX/UI, Art, Graphic Design** — Rockstone “[Xcombat](#)”

Joined with a small in-house startup team to work on social network third person arena shooter game.

Every day I collaborated with team members, discuss and search for a better user experience. Every week present results of completed work for a past week, described my solution and works with a critique.

Collaborated with a game designer to find out the basic user flows and created starting screens map, understand navigation and defined required elements for the every screen.

Found a new game style and completely redesigned a previous one and drew all UI graphic and icons.

After a few months of work producers decided to change the platform of the game from tablet to social networks. I applied a PC interaction principles and social network games patterns to the defined user flows to suit the new requirement.

Worked closely with developers to ensure all the interaction and graphics delivered the best experience possible.

Designed logotype and promo graphics for social networks: app icon, banners, community page mockups and userpic.

2013 **UX/UI, Art, Animation** — Rockstone (Real Games) “[Squirrels' tragedy](#)”

Joined to middle-size in-house team to assist multi-player social network puzzle platformer.

I was responsible to support a current game style, extend in-game shop inventory such as custom costumes for game characters, create new dialogue windows from wireframes and decorate them.

Initiated a research of all dialogue windows in the game and wrote a report with a style guide conception.

Redesigned a game top bar and content in a clean and hold style.

2012 **Animation** — Alexey Pomazkin “[Fishing game](#)”

Animated couple of nature landscapes inspired calm and quiet places.

2012 **Art** — RedSquad "[Feeding Princess](#)"

Collaborated with a small freelance startup team and social network game.

I created, background, scenes, icons and props for partly created project with definite style. The client was very pleased with the result.

2012 **Art** — Playrix "[Fishdom](#)"

Created characters for freelance client and online game with strict style. It was great training of vector graphic skills and solid result.

2012 **Art** — xDev "[Tanks game](#)"

Drew vision of UI controls for a "Tanks" tablet game.

2012 **Graphic Design** — ProGL

Assisted Professional Gamers League freelance client with a brand identity, all [gamedev conference](#) graphics and equipment and [website design](#).

Created all required street advertisements, posters, flyers, badges and web banners. Collaborated with a client to find out cybersport website requirements and message.

2012 **Art** — Kdev "Witchcraft"

Created characters ([set 1](#), [set 2](#)) for a freelance client and client's social network game.

2012 **Art** — Fundemic "[Amazing Sherif](#)"

Drew seamless backgrounds for the world of mobile game.

2011-2012 **Art, Animation** — Rigo Lab

Cooperated with my friend and created 4 video games for flash portals: "[Castle tales](#)" ([play](#)), "[Central Alien Agency](#)" ([play](#)), "[Portal Quest](#)" ([play](#)) and "Happy Clicks" ([play](#)).

I made attractive and fun game graphics, cute and cartoon characters, simple UI's, vfx and animations.

Designed and illustrated Rigo Lab [website](#).

2009–2011 **UX/UI, Art** — iJet “[City Gangs](#)”, “[Happy Farmer](#)”

Beginning of my gamedev career. I made an interaction design, UI art, drew icons and built flash assets for social networks incremental games.

Localised Chinese games graphics and prepared required promo graphics: icons, banners and placeholders.

Assisted developers with animation scripting.

2007–2009 **Flash develop, Web develop, Graphic Design, UX/UI** — Freelance clients

Design and develop websites for freelance clients.

Worked as in-house flash developer for a fashion agency.