

ARTJOM RIEWE

UI/UX DESIGNER &
UNITY/C# DEVELOPER

PROFILE

As a UI/UX designer and Unity developer in Cologne with a Master's degree in Game Design and Game Programming, I'm dedicated to crafting interfaces that are both visually stunning and easy to use. Drawing on 6+ years of experience, I've honed my skills in designing intuitive and engaging experiences across a diverse range of applications. My passion lies in creating products that not only look great but also enhance the user's journey by simplifying complex workflows. Let's build something amazing together!

CONTACT



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GERMANY



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E-MAIL:

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PORTFOLIO:

www.artjomriewe.com

WORK EXPERIENCE

UNITY TOOLS ENGINEERING

(2020-PRESENT)

FREELANCE, COLOGNE

I work as a freelance Unity developer and have developed a popular tool for creating classic turn-based role-playing games. My skills and abilities include:

- Extensive experience in Unity development, particularly in game development
- Ability to design and implement complex systems and mechanics for games
- Expertise in programming with C#
- Experience collaborating with clients and teams to understand and implement their requirements
- Creativity and innovation to develop original and engaging games
- Ability to quickly identify and solve technical problems
- Good communication skills to effectively present and communicate work results and progress

SKILL SET

Unity

C#

Game Design

Project Management

Software Development

UI/UX DESIGN STUDENT ASSISTANT

(2016-2023)

TECALLIANCE, COLOGNE

Conceptualization and coordination of new features for a B2B e-commerce solution in the automotive industry. My activities included:

Design System

- Creation of a scalable and consistent design system
- Development and maintenance of an icon font
- Conducting design audits and reviews

User Experience

- Creation of wireframes, mockups, and clickable prototypes
- Integration of a feedback system
- User-centered improvements
- Optimization for desktops, tablets, and smartphones

User Research und Feedback

- Conducting user interviews and tests
- Persona research
- Analysis of user feedback and data

Collaboration

- Collaboration with developers
- Design reviews and approvals
- Coordination and alignment of design decisions

SKILL SET

Wireframing

UX Design

UX Research

Responsive Design

Project Management

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EDUCATION

MASTER OF ARTS

(2021-2023)

TH KOELN (COLOGNE GAME LAB), COLOGNE

Master's thesis in Game Design and Game Programming with a focus on the development of a remake of the 1982 video game E.T. The Extra Terrestrial:

- Recreation of the original game in Unity
- Conducting and analyzing a survey on the original game
- Development of the improved and modernized version
- Conducting another survey to confirm the success of the remake version

BACHELOR OF ARTS

(2016-2021)

TH KOELN (COLOGNE GAME LAB), COLOGNE

Bachelor's thesis in Game Design and Game Programming with a focus on Unity toolkits and creation of a custom Unity toolkit (2D RPG Kit):

- Thesis on the optimization of Unity toolkits
- Development of a successful toolkit for the Unity Asset Store
- Unity toolkit research for improvement.

SKILLS

GAME DEV



UI/UX DESIGN



LANGUAGES

