

# ARTJOM RIEWE

UI / UX DESIGNER &  
UNITY / C# DEVELOPER

## PROFILE

As a UI/UX designer 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.

## CONTACT



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**Portfolio:**

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## WORK EXPERIENCE

TecAlliance, Cologne  
( 2016 - 2023 )

**UI/UX Design** As a UX designer for a B2B automotive solution, I create innovative features by researching, designing, and collaborating with developers.

Arktentrion, Cologne  
( 2019 - present )

**Unity Tools Engineering** I make Unity toolkits for non-coders to create fun games easily. My goal is to empower users with easy-to-use tools that turn ideas into reality, without the usual complexity of game development.

## EDUCATION

**Master's Degree & Bachelor's Degree** ( 2017 - 2023 )  
**TH Koeln, Cologne**

As a game design and programming master's degree holder, I possess a diverse skill set that covers game theory, mechanics, programming, and engines. My deep understanding of game development principles such as mechanics, level design, storytelling, and engines drives my passion to constantly innovate and create engaging games.

**Mathematical-Technical Assistant** ( 2014 - 2017 )  
**Schulzentrum Utbremen**

I have a broad range of skills thanks to my schooling as a mathematical technical assistant, including knowledge of mathematical modeling, numerical analysis, programming, and data analysis.

## QUALIFICATIONT

### Software Development

- + Unity
- + C#
- + Mobile Development
- + VR Development

### UI/UX Design

- + Illustrator
- + Photoshop
- + Adobe XD
- + Figma