

# VIKTORIA KUPINA

## UI ARTIST

website: [vikupina.art](http://vikupina.art)

public portfolio: [artstation.com/v-kupina](http://artstation.com/v-kupina)

private portfolio: [vikupina.art/private-portfolio](http://vikupina.art/private-portfolio)

+64 290 430 392  
Heishell1117@gmail.com  
Wellington, NZ



## SUMMARY

---

Over 8 years of experience in the Game Industry overall. 4 of them specifically as Game UI Artists, and the rest as Graphic Designer. 9 attended projects from indie to AAA. I have strong knowledge of basic Art Software (Adobe, Figma); Games UI/UX, and Graphic Design principles. I worked with Concept art, Illustrations, 2D Animation, 3D modeling, and all kinds of Graphic Design. I also know the implementation part of UI with Unreal Engine, CSS/HTML, and slightly familiar with Unity.

## EXPERIENCE

---

### Sperasoft, a Keywords Studio September 2022 – June 2024

Partner: **NetherRealm Studio, a Warner Brothers Studio**

Projects: **Mortal Kombat Mobile** (main), **Injustice 2 Mobile** (support)

Position: **UI Artist II**

Responsibilities:

- Game UI development. Existing screens redesign. New screen and in-game elements creation using Adobe software (Photoshop, Illustrator);
- Collaborating with producer and game designer to define and implement innovative solutions for the product direction, visuals, and experience;
- UI Implementation (Unreal Engine), close work with the engineering teams;
- UI motion design and animation, screens transition animation using Unreal Engine;
- For Injustice 2: be a replacement for the main UI artist during vacations or absences.

### Infinite Art Solutions June 2022 – July 2022

Partners/Projects: **3 Projects (NDA)**

Position: **UI Artist** (Freelance)

Responsibilities:

- Game UI development. Existing game menus redesign, and additional in-game elements and menus concept using Adobe Photoshop. UI design using the existing UI kit based on wireframes in Figma.

### SBER December 2020 – June 2022

Team: **Artificial Intelligence - Finances**

Position: **Senior Graphic Designer**

Responsibilities:

- Internal web portal (Confluence) design via Adobe software (Photoshop, Illustrator), frontend coding, and content management;
- Presentation design for executives using PowerPoint, Figma, and Adobe software (Photoshop, Illustrator);
- Internal mailing design using Adobe software (Photoshop, Illustrator);
- Communication with different departments.

### Space Sauce Studio November 2020 – February 2021

Project: **Singular Space**

Position: **UI Artist** (Freelance)

Responsibilities:

- Game UI development. UX flow prototyping. All the game menus concept (icons, pop-ups, fonts, etc.) using Adobe software (Photoshop, Illustrator)

### Secret Place Studio December 2018 – March 2020

Project: **OuterScapes** (Try to fly)

Position: **UI Artist** (Freelance)

Responsibilities:

- Game UI development. Existing game menus redesign, additional in-game elements, and menus concept (icons, pop-ups, backgrounds, fonts, etc.) using Adobe software (Photoshop, Illustrator);
- Promotion materials design (advertising banners, social media banners, pitching presentations, printing promotion materials) using Adobe software (Photoshop, Illustrator);

## Own Game Project      September 2018 – November 2020

Project: **Order of five**

Position: **UI Artist**

Responsibilities:

- Concept art (providing in-game elements drawings and video concepts) using Adobe software (Photoshop, Illustrator, After Effects)
- Game UI development. UX prototyping and UI concept.

## WNmedia group / Nevosoft      October 2015 – December 2020

Project: **WN Conference: International conference for the game industry**

Position: **Graphic Designer**

Responsibilities:

- Graphic design (expo design, printing materials design, UI/UX design, web design, promotion materials design) using Adobe software (Photoshop, Illustrator, Premiere Pro), PHP storm
- Design and art leading. Communication with developers, artists, designers, executives, and suppliers.

## Evriq Games      October 2014 – August 2015

Project: **NDA**

Position: **2D Artist**

Responsibilities:

- UI art development (in-game elements drawing, animations creations) using Adobe software (Photoshop, Illustrator);

---

## SKILLS

- User Interface Design
- User Experience Design
- Wireframing, Prototyping
- Design Documentation
- Graphic Design
- Concept Art
- 2D Illustration
- Vector Graphics
- 2D Animation
- 3D Modeling

## TOOLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- Unreal Engine
- Figma
- Sketch
- 3D Blender
- Spine 2D

## ADDITIONAL

- Knowledge of CSS and HTML
- Knowledge of version control systems (Git, Perforce, Unity vcs)

## EDUCATION

- High School Certificate
- University Certificate  
(Bachelor's degree in Graphic Design)
- Art-courses certificates:
  - Game UI/UX (Artnest School)
  - 3D for 2D - Blender 3D (Smirnov School)
  - Character Design (Smirnov School)
  - Game Art (Smirnov School)
  - Spine 2D Animation (Smirnov School)

## LANGUAGE

- English - Professional Working Proficiency
- Russian - Native