LEILA ABBASSOVA

Game UI/UX Designer

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Portfolio: uimaven.art | Behance: behance.net/ui_maven | LinkedIn: linkedin.com/in/leila-abbassova

Open Work Permit (no sponsorship required) | Remote (Canada), on-site or hybrid (Saskatoon)

PROFILE

Game UI/UX designer with 4+ years across RPG, strategy, life-sim, casual mobile and digital board games. Sole UI/UX designer on The Last King (Unreal Engine, Steam Early Access) and Furball Fruits (Unity, Google Play). Designs inventory, crafting, combat, command and HUD systems from design documents to developer-ready assets.

SKILLS

Game UI/UX: HUD, inventory and equipment, crafting, building, combat and command menus, world map, multiplayer join flows, trading and marketplace flows, multi-state screens, controller and handheld UI

UI art: icons, characters, VFX, UI animation (Figma motion, Lottie, frame-by-frame)

Process: competitive research, user flows, wireframes, prototypes, playtesting, focus groups

Handoff: Figma design systems and variables, 9-slice and resolution-independent assets, sprite sheets, annotated prototypes, UI breakdown documents

Code: HTML, CSS (working knowledge); AI-assisted interactive prototypes in VS Code

Engines: Unity (uGUI, UI Toolkit, asset import, UI anchoring), Unreal Engine (asset handoff), React (design handoff)

Tools: Figma, FigJam, Affinity Designer, Photoshop, Illustrator, Krita, Miro, Milanote, Notion

Languages: Russian (native), English (B2, IELTS 6.5 certificate)

WORK EXPERIENCE

Game UI/UX

Freelance and contract roles; several ran in parallel.

Game UI/UX Designer (Contract, Remote)

NDA Studio | Slovenia | Jun 2025 – Present

- Sole UI/UX designer on a Lovecraftian co-op digital board game in Unity, inspired by Eldritch Horror; worked with a game designer, programmer and 3D artist.
- Designed the complete UI from a text-only design document: menu, character selection, HUD, inventory, trading, world map, dice rolls, skill checks, combat and alerts.
- Designed multi-state screens for simultaneous board events, such as normal and ruined cities.
- Ran two prototype playtests; fixed ability visibility and status clutter, with no friction found in the second round.
- Delivered sprite sheets, Figma prototypes and AI-assisted coded interaction demos.

Game UI/UX Designer and UI Artist (Freelance)

Virel Games | Baku, Azerbaijan | Nov 2024 – Feb 2025

- Sole UI/UX designer and artist on Furball Fruits, a cat-themed merge puzzle game in Unity, released on Google Play.
- Created the visual style and all vector cat characters in Affinity Designer; designed menu, pause, HUD, win/lose and leaderboard screens.
- Created icons, merge and bomb VFX, and UI animations (Figma motion, Lottie, frame-by-frame).
- Imported assets into Unity and set up UI anchoring.

UI/UX Designer (Contract, Remote)

Dupe.fi | Vancouver, BC, Canada | Jan 2024 – Feb 2025

- Sole UI/UX designer on dupe.fi, a crypto-based CS2 item trading marketplace, rated 4.5 on Trustpilot; worked with the CEO and developers.
- Designed the full web app from wireframes to release: wallet sign-up, listing, trading, withdrawal, market views and business pages.
- Redesigned the trading flow with guidance on seller stats, refunds and scam protection; total trades grew 27% in 2024.
- Built a Figma design system with variables, light/dark themes, mobile layouts and Lottie animations, implemented in React.

Game UI/UX Designer (Freelance, Remote)
Independent Developer | Shanghai, China | Dec 2023 – Jun 2024

- Sole UI/UX designer on a third-person co-op farming and life-sim RPG in Unreal Engine (PC, console, Nintendo Switch; up to 6 players), working without a design document.
- Researched multiplayer join flows; the client adopted the proposed host-and-join model with no lobby.
- Designed the full UI: character creation, HUD, inventory, crafting, cooking, NPC relationships, shop, map, skills, collections, combat and house building.
- Delivered Figma designs for implementation in Unreal Engine.

Game UI/UX Designer (Freelance, Remote)
Mayawi Software | India | Jun 2023 – Aug 2023

- Sole UI/UX designer on The Last King, an open-world survival RPG with army command in Unreal Engine; UI designed in 2023, released in Steam Early Access in 2025, rated Very Positive.
- Redesigned the character and inventory screen: one equipment view, gear slots on a 3D model, stat change previews.
- Designed the Command Manager: 6 commands with sub-commands, each order issued with two number keys; iterated on Discord focus group feedback.
- Delivered 20+ screens, 50+ icons, a typography system and a Figma design system with 9-slice-ready assets.

Game UI/UX Designer (Freelance, Remote)
Snapshot Games | Sofia, Bulgaria | Mar 2023 – May 2023

- Designed game icons and a UI asset moodboard setting the visual direction.

UI/UX Designer (Full-time, On-site)
Dynamic Box Studio | Baku, Azerbaijan | May 2022 – Apr 2023

- Sole UI/UX designer on an unreleased Solana-based strategy game inspired by OGame (paused, NDA); team of 15 developers and 4 artists.
- Designed 100+ screens: planet development, economy, attacks, NFT minting and trading.
- Wrote user stories and flows; validated screens with a Discord focus group.
- Created UI assets and animation specs; prepared sliced assets for Unity.

Product UI/UX

UI/UX Designer (Contract, Remote)
Onema | Moscow, Russia | Mar 2024 – Sep 2026

- Sole UI/UX designer on SigMarket (sigmarket.ru), a B2C and B2B same-day produce delivery marketplace (web, iOS, Android).
- Designed a supplier app for users aged 30–50 with limited digital experience.
- Designed a courier interface for fast item picking and missing-item reporting on small screens.
- Mapped all product workflows into flowcharts for developers and stakeholders after field testing.
- Designed a help center with a kanban issue board that surfaces urgent tickets.

UI/UX Designer (Remote)
Onflow Design | Kaliningrad, Russia | Jan 2022 – Apr 2022

- Designed UI for CS case-opening and betting web platforms (dice, trend bets, card games), plus logos and illustrations.

Visual Design Specialist (On-site)
Common Market Corporation | Karaganda, Kazakhstan | Dec 2020 – May 2021

- Produced graphics and promotional layouts for digital and print.

EDUCATION

BSc, Petroleum Engineering
Abylkas Saginov Karaganda Technical University (formerly Karaganda State Technical University) | 2014 – 2018