

# Kyrylo Kalchenko

SENIOR UI/UX DESIGNER

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[kreel.work](#)



[Behance](#)

## SKILLS

Figma

AI-assisted Design

UI/UX

Prototyping

Visual Design

Unity

Photoshop

Illustrator

After Effects (Basic)

Blender (Basic)

## ABOUT

Senior UI/UX Designer with 10+ years in design - print, digital, product, games. Most recently UI/UX Lead on Corepunk MMORPG for 8 years. Currently freelance - building working prototypes in HTML/CSS/JS with AI-assisted workflows for iGaming clients.

## EXPERIENCE

 [Artificial Core](#) 

Feb 2019 - Feb 2026  
(7 years)

### Senior Game UI/UX Designer

- Joined as Web Designer, progressed through UI/UX department to Senior and Lead role over 7 years
- Owned the full UI/UX pipeline - from concept and wireframes to final implementation
- Conducted UX research, competitive analysis, and player behaviour benchmarking to define interface direction
- Produced wireframes and interactive prototypes in Figma for rapid iteration and early validation
- Built and scaled a comprehensive design system from the ground up - establishing a component library ranging from atomic UI elements such as HUDs, icons, and buttons, through to complex, high-load game interfaces including Battle Pass flows, Bestiary, weapon specialisation screens, etc
- Created UI animations and micro-interactions to reinforce game feedback and guide player attention
- Authored handoff documentation and interaction specs for engineering teams
- Collaborated closely with developers throughout implementation, reviewed builds and resolved discrepancies

## EXPERIENCE

### BlackSugar

Jan 2014 - Feb 2019  
(5 years 1 month)

#### Art/UI/UX Designer

- Delivered visual design, UI/UX, and 2D art across diverse projects for clients worldwide on a remote basis
- Managed full project lifecycle - from brief and concept through to final delivery
- Maintained high visual standards across branding, interface, and artwork deliverables

### DesignPlanet

Jun 2011 - Jul 2013  
(2 years 1 month)

#### UI/UX Designer

- Co-founded a design studio, delivering UI/UX, 2D art, and branding projects for diverse clients
- Led client negotiations, project scoping, and ongoing account management
- Oversaw studio operations and coordinated project delivery across the team

### Govital

Jun 2006 - Jun 2011  
(5 years)

#### Middle Web Designer

- Designed and developed websites and blogs from concept to launch
- Created web animations and banner creatives for digital campaigns
- Delivered end-to-end web design solutions tailored to client requirements

### Etcetera

Jan 2006 - Jun 2006  
(6 months)

#### Junior Print Designer

- Designed booklets, brochures, banners, and business cards
- Handled layout and pre-press preparation for print

## EDUCATION

- UI/UX Training Program at Wargaming Group Limited Jan 2023
- Kyiv Polytechnic Institute (KPI) Specialist in Fine Arts (Honours) Jan 2012

## LANGUAGES

 Ukrainian (native)     English (upper intermediate)