

Polina Kulnevich

Game UX/UI Designer

Dubai, UAE

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Portfolio:

<https://speckle-field-62d.notion.site/Polina-Kulnevich-Game-UX-UI-Designer-21579830821f8095b2a7e95a25dae48f>

Profile

Game UX/UI Designer with 4 years of experience, leveraging a strong foundation in product design. Skilled in full-cycle interface creation: from initial problem-solving and conceptualization to final developer handoff.

Work Experience

Game UX/UI Designer – [NextGenium](#) (Gamedev)

Dubai, UAE

July 2025 – Present

Directed end-to-end UI/UX design for multiple gaming titles: 14: Overmind (20k wishlists on Steam), Dungeon Dominator, Godreaper, Whatever it takes.

- Designed core game menus, HUDs, and custom icon elements from concept to final art.
- Conducted hallway usability testing for interfaces and icons to iterate and improve the overall player experience.
- Prepared and optimized graphical UI elements for game engine assembly.
- Partnered closely with game designers, developers, and managers to ensure seamless integration of design assets. Designed promotional Steam project pages to drive game visibility.

Volunteer UX Designer – Humanitarian Operations (EdTech)

London, UK

September 2023 – October 2024

- Collaborated with 12 web developers and management to develop the main website for a children's non-profit.
- Enhanced the user experience of an augmented reality (AR) application in collaboration with Unity developers.

UX/UI Designer – [AMAKids.IT](#) (EdTech)

Moscow, Russia

November 2021 – August 2022

- Led the full MVP lifecycle of a B2C learning platform across desktop, tablet, and mobile, authoring JTBD frameworks and conducting usability testing.
- Created a comprehensive atomic UI kit and implemented targeted UX improvements post-launch based on usability metrics and session recordings.
- Partnered with product, analytics, and engineering teams to deliver core features, while successfully onboarding a new designer within two weeks.

UX/UI Designer (Contractor) – PJSC Gazprom (Energy / R&D Centre)

Tomsk, Russia

May 2020 – June 2021

- Designed an internal knowledge-sharing platform for the Science and Technology Centre, working with ML and full-stack developers.

Skills & Tools

- **Design & Prototyping:** Figma, FigJam, Adobe Photoshop
- **Game Engines:** Unreal Engine
- **Tech & AI:** Obsidian, Claude, Gemini
- **Workflow & Management:** Jira, Confluence, Miro, Agile/Scrum

Education

Bachelor's degree, Information systems and technologies

Northern (Arctic) Federal University, 2014-2018

User Experience in Game Design

Epic Games, 2026

Interface Design

Yandex Practicum, 2022

Languages

Russian — Native

English — B2