

✉ chabull@yahoo.com

🖼️ portfolio

☎ 46 70-073 68 47

# Csaba Felvégi

UI / UX designer

My name is Csaba Felvegi and I'm a **UI/UX + Graphic Designer** with a wide range of technical skills with the industry's leading tools. My strength lies in translating consumer motivations and behaviors into concrete design direction and product development activities.

## Personal Information & Contact

Name: **Csaba Felvégi**

Mobile: **(+46) 70-073 68 47**

Nationality: **Hungarian**

E-mail: **chabull@yahoo.com**

Date of Birth: **01 April, 1977**

[Portfolio](#)

## Language skills

**English** (Advanced proficiency)

**Hungarian** (Native)

**German** (Intermediate)

## Areas of Expertise

**UI / UX design**

**Game Design**

**Web Design** (CSS, HTML)

**Motion Design**

**2D / 3D Graphic Design**

**Project Coordination & Management**

**Lo Poly / Hi Poly Modeling**

**Implementation**

## Tools

**Photoshop**

**Indesign**

**Illustrator**

**After Effects**

**Dreamweaver**

**3ds max**

**Balsamiq**

**Modo**

**Marvel**

**Unity**

**Proto.io**

**ZBrush**

**InVision**

**Mudbox**

**Jira**

## Experience

### **Activision Blizzard King / Midasplayer AB, Stockholm**

*Senior UI / UX designer* | (Current)

- Understand product specifications and user psychology
- Design kickass user-centered digital solutions
- Develop wireframes, flowcharts, working prototypes, design specifications and design assets with documentation of the user experience
- Work closely with the development team to develop prototypes into production code
- Assist in the recruitment process by reviewing applicant resumes and completed tests

### **BANDAI NAMCO Studios Vancouver Inc.**

*Lead UI / UX designer* | (2016-2017)

- Manage people, time and resources
- Bring a fresh , innovative take to mobile interfaces
- Anticipate complications early and suggest solutions while maintaining a strong visual result
- Design, plan and refine user experience and flow for multiple projects at varying production stages
- Use analytics and focus group data to improve designs
- Maintain an efficient and productive work environment

### **Gameloft Entertainment Toronto INC**

*Lead UI / UX designer* | (2013-2016)

- Lead the local UI team and work closely with the Worldwide Art Direction and Design teams to ensure the highest quality UI graphics defining the look and feel of the menus of each game while paying special attention to the quality of the User experience
- Responsible for creating art assets for menus, icons and in-game HUDs, in addition to ensuring upcoming titles' usability by designing intuitive, attractive and innovative UI systems
- Provide direction for the UI Team and ensure deadlines are met
- Communicate with management and HQ on a daily basis
- Assist in the recruitment process by reviewing applicant resumes and completed tests

**Harris Broadcast Communications** (Hungary)

*Lead UX / GUI designer* | (2010-2013)

- Work together with Programmers to design and develop innovative User Interfaces
- Build User Interface concepts and prototypes
- Communicate ideas visually and assimilate feedback from multiple sources including marketing, engineering, users and management

**Keesing Games Group** (Netherlands)

*Executive Game Producer* | (2009-2010)

- Ensure that the development of all game projects occurs in a timely manner and within budget while meeting quality standards
- Coordinate projects across different departments

**Keesing Games Group** (Netherlands)

*Team Lead / Project Manager* | (2008-2009)

- Planning the development activities
- Making, communicating and managing the planning
- Modeling, texturing, rigging and animation of characters, environments, props and effects
- HUD & interface design

**Elements Interactive B.V.** (Netherlands)

*Game Artist / All round designer* | (2007-2008)

- Creating game design concepts and proposal documents
- Modeling, texturing, rigging and animation of characters, environments, props and 2D assets
- HUD & interface design

**Commodore Int. Corp** (Netherlands)

*Senior GUI and Graphics Designer* | (2006-2007)

- Ultimately responsible for all of the graphic user interfaces used within the company
- HUD & interface design

**NavNGo Kft** (Hungary)  
*Lead Graphics Artist* | (2005-2006)

- Game development and GUI usability analysis
- Modeling, texturing, rigging and character animation
- Creating game design documents

#### Credited Game Titles

<b>Candy Crush Soda</b>	<b>Tekken Mobile</b>
<b>Disney Magic Kingdom</b>	<b>Puzzle Garden</b>
<b>The Blacklist: Conspiracy</b>	<b>Arvale II</b>
<b>UNO &amp; Friends</b>	<b>Arvale – Short Tales</b>
<b>CSI: Slots</b>	<b>Rats</b>
<b>Tomb Raider Legend</b>	<b>Maggot Attack</b>
<b>Quartz II Deluxe</b>	<b>Flux Challenge</b>

Thank you so much for your time and consideration and please don't hesitate to contact me if you have any further questions!

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