



HANA MORI

UX/UI & Game Designer

Contact

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[LinkedIn](#)

[My Website](#)

About

I'm a recent game design graduate and artist navigating my way through the game development industry. Creating stories, worlds and characters has always been my passion and I think that doing it through games is the best way possible.

I have experience and am interested in UX/UI Design, Game Mechanics Design and Narrative Design.

Skills

Software Skills

Microsoft Office Suite

Adobe Suite

Unity Basics

Professional Skills

Fluent in Slovene, English and

German

Quick learner

Good Team Player

Dedicated

Work Experience

UX/UI Intern/ Junior Designer at Bohemia Interactive, Brno, Czech Republic

(January 2019 - April 2019)

Assistant Designer and Video Editor for the Visn Project by the World Deaf Organisation, funded by Google

(September 2018 - December 2018)

Game Design/UX Intern at Nitro Games Oy, Kotka, Finland

(February 2018 - July 2018)

Game Designer, Project/Product Lead at the Outfit 7, Ekipa 2 Talent Camp workshop (July - August 2017)

Peer Tutor for the Game Design Study Program at XAMK

(February 2016- February 2018)

Customer support service and telemarketing in the call center at Petrol d.d. (January - July 2015)

Education

Bachelor's Degree in Culture and Arts, Game Design at University of Applied Sciences (XAMK), Kouvola, Finland (2015 - 2019)

Bachelor's Degree in Biology, Faculty of Biotechnology, University of Ljubljana, Slovenia, (2010 - 2015)

Projects

Game and UX Designer for the Ludum Dare 42 Game jam for the game "[Space Out!](#)"

Background Artist, Writer, Coordinator; Spring 2017 Class Project "[Bad Dog](#)"

Background Artist and Video Editor for the Game "[Your Royal Gayness](#)"