

Nerian Bortein

Lead User Experience Designer



CONTACTS

Email

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LinkedIn

[Nerian Bortein](#)

LOCATION

Warsaw, Poland

Interested in remote work only
(worldwide, including on a B2B basis)

SKILLS

Technical

- Figma
- Adobe XD
- Adobe Photoshop
- HTML, CSS

Design

- Information Architecture
- User Flow
- Wireframing
- Prototyping
- Product Design
- Content Strategy
- Systems Design
- Jobs To Be Done Methodology
- Design for Accessibility
- Design for Mobile
- Multi-platform App Design

Collaboration

- Confluence
- Miro
- Jira

LANGUAGES

English – Professional working proficiency (B2)

SUMMARY

UX designer crafting meaningful player experiences across multi-platform and mobile games. At Sperasoft, I worked on the UX design of a co-op shooter and led a team of 3-5 UX/UI designers on live ops for two mobile titles. With a Master's in Human-Computer Interaction, I specialize in creating effective, flexible design systems built on solid information architecture and seamless user flows – fostering player trust and engagement. I'm also involved in hiring, mentoring, and business development while expanding my expertise into game production.

WORK EXPERIENCE

Lead UX Designer @ Sperasoft, a Keywords Studio

Aug 2019 – Present 5 yr 9 mos

Sperasoft is a game co-development company headquartered in California. We work closely with our partners to deliver high-quality titles for world-class publishers. Sperasoft is a part of Keywords studios, an international technical and creative services provider to the global video games industry and beyond.

Projects I worked on:

1. "Rainbow Six: Extraction" (Ubisoft, 2022):
 - Co-developed a variety of UX/UI features, including Communication Wheel, Mark&Ping System, After Action Reports, and Tutorials;
 - Contributed to utilities such as friends list, onboarding menus and accessibility settings.
2. "Mortal Kombat Mobile" and "Injustice 2 Mobile" (NetherRealm Studios):
 - Designed a large number of features such as Team Presets, Battle Pass, Collection, Combat HUD, Store, Survivor Game Mode and so on. Most of them resonated the players and have had a positive impact on the project performance;
 - Led a team of 3-5 UX/UI designers working on both projects for 2 years. We developed quality-of-life features and assisted the game design team.

In addition to my design responsibilities, I am also involved in hiring and business development activities.

Russian – Native

As a co-developer/outsourcer working not with just art assets but more sensitive product- and development related information, my portfolio is strictly limited by NDAs and cannot be public, but I am allowed to talk about my challenges and solutions in general, avoiding specific details.

User Research Intern @ ITMO University

Dec 2017 – Jun 2018 7 mos

Worked at University Usability Lab providing user research services to its clients.

- Performed UX audits of web and mobile applications;
- Conducted usability testing using eye trackers (Tobii);
- Conducted user surveys and interviews.

EDUCATION

ITMO University

Master's Degree in Human-Computer Interaction, 4.5/5.0