



Vu Lan Phuong

- GAME UI DESIGNER -

EXPERIENCE

02

Feb 2022 - Present

Avive Tech / Skybull Studio - Game UI Designer

Developing high-quality UI/UX design and visual assets for mobile games, including 2 mid-core games: Immortal War: RPG Battler and Idle Cat Empire;

Developing mockups and prototypes to visualize the flow and layout of UI components;

Assisting UI implements process in Unity;

Developing concept arts and splash arts.

Apr 2021 - Feb 2022

Viettel Digital Solutions - UI Artist

Developing high-quality visual assets and illustrations for Viettel Pay app - Golden Chicken event, Tet 2022 event;

Developing concept arts for Viettel Pay branding;

Jan 2021 - Mar 2021

Freaky Motion - Concept Artist

Creating concepts, storyboards for various projects (include advertising motion graphic, stage design)

Feb 2017 - Oct 2020

Vintata Animation Studio - Concept Artist

Producing layout concept for Monta's animation web series and feature film.

SKILLS

03

Figma

Photoshop

Illustrator

After Effect

Blender

Basic Unreal UMG

Basic Unity

EDUCATION

04

2011-2015

Academy of Finance

Department of Taxation

CONTACTS

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