

Contact

Phone: (312) 626-6546

Email: michailmichail@squaremike.com

Website: squaremike.com

Job Experience

UI Technical Designer

Raven Software

November 2022 - July 2025

Project: *Call of Duty Warzone*

- Implemented polished and performant UI designs using Activision's proprietary UI editor for Warzone seasonal updates.
- Created and integrated UI widgets, including animations, layouts, and styling, ensuring visual consistency with Call of Duty standards.
- Developed and edited widget logic in Lua to support interactive functionality and game features.
- Conducted thorough testing and debugging of UI widgets to maintain high-quality user experiences and resolve gameplay-impacting issues.
- Designed clear and intuitive UX flows in Figma, collaborating closely with UI artists, designers, and engineers to deliver engaging in-game menus and HUD elements.

Technical UI Designer

High Voltage Software

February 2021 - October 2022

Project: *Fortnite*

- Implemented UI designs directly in Unreal Engine to support new features and seasonal content updates.
- Developed Blueprint UI widgets to translate designs into functional in-game interfaces.
- Edited and developed Blueprint logic (visual scripting) to enable interactive UI functionality.
- Created custom materials for UI widgets, enhancing visual fidelity and performance.
- Performed testing and debugging to guarantee UI widgets functioned smoothly within game systems.

Education

Columbia College Chicago | Chicago - IL

Bachelor of Arts in GameDesign - May 2019

GPA: 3.6

Awards / Recognition

- Columbia College Chicago's 2018 Manifest Game Jam - *Jammie Award*
- Columbia College Chicago's Spring 2017 Dean's List

Technical Skills

GAME DESIGN

- UI Implementation
- UI/UX Design
- Play-testing / Debugging
- Level Design / Gray Boxing
- Puzzle Design
- Story Writing
- Project Management

GAME ENGINES

- Unreal Engine 5
- Unity 3D
- Construct 2

PROGRAMMING

- Unreal Blueprints
- LUA
- C++
- C# (+Unity MonoBehaviour)
- HTML / CSS

OTHER SOFTWARE

- Microsoft Word/Excel/PowerPoint, Google Docs/ Sheets/Slides
- Visual Studio
- 3D Studio Max, Maya, Blender
- Photoshop, Affinity Photo
- Illustrator, Figma, Affinity Designer
- After Effects, Premiere