MARGARITA TASKOVA

UI/UX DESIGNER

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ABOUT ME

I'm a mobile & video game UI/UX Designer with focus on optimal efficiency, simplicity & functionality with acute attention to usability. I am passionate to gain more knowledge and learn new skills to improve my designs.

TOOLS

Photoshop
Illustrator
InDesign
XD
Experience wth Unity 3D
Pen and paper

INTERESTS

Graphic Design
User behaviour
Psychology
Drawing
Mobile & Video Games

EDUCATION

MA - Greece - language and culture

2018 - Present

Sofia University "St. Kliment Ohridsky"

BS - Modern Greek Philology

2013 - 2017

Sofia University "St. Kliment Ohridsky"

PROFESSIONAL EXPERIENCE

Junior UI/UX Designer

XS Software | January 2019 - Present

- Identify and troubleshoot UX issues and ensure the discoverability of important features
- Design and animate in-game UI to enhance the experience
- Improve wireframes and user flow as well as design new assets
- Work with Unity team to ensure designs are well-implemented
- Collaborate with Game design team to reduce points of friction and usability issues
- Track player behaviour and find necessities for improvement

Web & Graphic Designer

IO Era | January 2018 - August 2018

- Maintained and enhanced design patterns
- Composed use cases, UI specifications and a UI style guide
- Designed marketing materials (flyers, banners and posters)
- Acquired an excellent sense of teamwork while efficiently executing tasks under pressure and tight deadlines

VOLUNTEER WORK

Web & Graphic Designer

Pub Crawl Sofia | February 2017 - Present

- Produced graphical assets, wireframes and prototypes
- Design print material such as flyers and banners
- Create new logo and define branding style guide