

MARGARITA TASKOVA

UI / UX DESIGNER

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I'm Margy, a UI/UX designer with 5+ years of experience. I play & design games of all types & my main focus is on usability & accessibility. My love for board games began with my first game of chess, whereas Zeus: Master of

Olympus formed my passion for video games. Not only do I love solving design problems and collaborating with other disciplines, but also getting to interact with the players and observing their behaviour as they play.

EXPERIENCE

12/2020 - **CREATIVE ASSEMBLY**
NOW

UI/UX DESIGNER

Unannounced Project

- Closely collaborating with the UXR & game design teams to create fully functional prototypes of certain aspects of the game

Total War: Pharaoh - High Tide DLC

- Led the UI/UX design & research of the DLC in all production steps - oversaw team members' progress, provided feedback & ensured visual and written consistency
- Oversaw the written UX & communicated with game writers to develop a UX writing style guide

Total War: Pharaoh

- Worked on the game from start to finish
- Provided UI/UX solutions to core mechanics - research, user flows, prototypes, UI assets & in-game implementation (in-house engine)
- Led internal & external usability tests, together with the UXR team
- Pinpointed & solved usability issues & reduced accessibility barriers
- Ensured the design system is maintained and followed

A Total War Saga: Troy - Rhesus & Memnon DLC

- Delivered animated stylized illustrations (done in AE) and UI assets
- Focused on improving the UX of already shipped content

Team initiatives

- Improved the templates for the UI process & the UI documentation
- Interviewed applicants
- Helped onboard new members

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EXPERIENCE (CONTINUED)

01/2019 - 11/2020 ○ XS SOFTWARE

JUNIOR UI/UX DESIGNER

Lady popular

- Identified UX issues & provided troubleshooting
- Animated in-game UI
- Created assets that respect the visual style guide
- Tracked player behaviour to improve current design

01/2018 - 08/2018 ○ IO ERA

WEB/GRAPHIC DESIGNER

- Designed certain screens of the platform
- Composed use cases, UI specifications & UI style guide

ADDITIONAL EXPERIENCE

04/2023 - NOW ○ ARC ACADEMY

UI/UX DESIGN LECTURER & CONSULTANT

- Prepared a 10-lesson course on Fundamentals of Game UI/UX
- Provided students outside of this course with UI/UX assistance for their game projects

TOOLS

Figma

Adobe XD

FigJam

After Effects

Photoshop

Illustrator

SKILLS

Accessibility Design

UX writing

Usability testing

Digital Drawing

Information Architecture

Prototyping

OTHER PROJECTS

SOFIA GAME JAM | "SHLEEP"

Created all art & UI assets

LANGUAGES

Bulgarian (Native)

Greek (Advanced)

English (Proficient)

French (Intermediate)