

Osman Onat Alicik

UI / UX Designer

Skövde, Sweden | osmanonatalicik@hotmail.com | +46 72 375 1533
www.osmanonatalicik.com | www.linkedin.com/in/sman-onat-alicik

About

Art and games hold prime importance in my life. My mission is to elevate gaming experiences through captivating user interface and experience design. With deeply rooted educational background and experiences, I aim to provide game studios with design that resonate, enhancing the overall narrative and engaging for all players.

Key Skills

- **Technical Skills** – Software proficiencies in Figma, Adobe Photoshop, Illustrator, XD, After Effects and more.
- **Soft skills** – Team player, problem solver, self-motivated, passionate towards art and games, gamer.
- **Additional Skills** – Turkish (Native), English (Intermediate), Drawing, Illustration, 3D Modeling.

Work Experience

UI/UX Designer, FlamyFish Studios | January 2024 – Present

- Constructed user experience analysis report of the current project.
- Developed wireframe designs and provided prototypes in relation to user profile and target audience.
- Created user interface designs.
- Enhanced team working and communication skills through working with a team to reconcile the long-range plan.

UI/UX Designer Intern, Imagindar | August 2023 – Present

- Presented GUX design analysis reports.
- Worked closely with developers.
- Provided user research, wireframes, and prototypes.

2D / 3D Artist, Freelance | February 2021 – February 2023

- Collaborated with indie game developers.
- Created character concept arts and 3d character models.
- Built and rendered 3D prop and environment models.
- Delivered graphic designs to clients for social media posts.

Graphic Designer, Demo Ajans | November 2020 – February 2021

- Delivered social media designs for different clients.
- Created 3D company character and designs for special events.

Education

MA Games User Experience | University of Skövde | August 2023 – Present

Studied wide aspects of games user interface and experience design, game design, expert analyses, and research skills. Worked with local game studio as a team of GUX students.

BA Eastern Mediterranean University | September 2018 – March 2022

Learned wide variation of industry standard software's in 2d, 3d, animation and VFX mediums. Studied the pipeline and workflow in computer animation and video games.

Anatolian Fine Arts High School | September 2014 – July 2018

Studied academic fine arts and fundamentals such as colour theory, lighting, and composition.