

Kira Sayko

SUMMARY

I'm a **Senior UX/UI Designer** experienced in PC, Console, Mobile Games and Alternative Controls. My passion lies in solving complex design challenges through deep problem analysis, user research, understanding competitor space, and fostering cross-functional team collaboration.

EXPERIENCE

Peloton: Senior Game UX/UI Designer

January 2025 - current

- Lead UX project prioritization and scope definition across cross-functional teams to align design initiatives with business objectives.
- Simplified complex game mechanics into intuitive UI through iterative design processes, incorporating user testing feedback to enhance usability and player comprehension.
- Designed end-to-end first-time user experience (FTUX) to optimize player onboarding.

31st Union: Senior UX Designer

November 2023 - December 2024

- Designed features for a multi-platform game transforming complex game design specs into user-centered interfaces. Constantly iterated and identified areas for improvement based on the player's feedback.
- Maintained and updated the design system, ensuring seamless integration with tech design and development.
- Provided UX/UI guidance across the team, offering feedback on layout, color schemes, and visual design to boost accessibility and overall experience.
- Helped to import assets and polish features in Unreal Engine 5.

Sony PlayStation (PixelOpus Studio): Senior UX/UI Designer

February 2022 - June 2023

- Organized and prioritized work for 3 people UI team and led the cross-functional team collaboration.
- Provided accessible solutions to UX, including alternative controls, UI customization, and multi-channel information delivery.
- Created wireframes, mockups, user flows, and prototypes for an unannounced 3rd-person PS5 project. Helped to implement art assets into Unreal Engine 5.
- Conducted 10+ internal playtests to gain insights into user comprehension and behaviors. Used the results to provide actionable recommendations and presented them to stakeholders.

Pixelberry: UX/UI Designer, Lead Gameplay Designer

February 2019 - January 2022

- Created features from ideation to implementation. Developed prototypes, design specs, and final assets for engineers. Worked closely with engineers and the QA team for implementation.
- Conducted 10+ user testing via surveys, user interviews, and a/b testing.
- Helped to hire 2 new designers by writing whiteboard exercises and conducting interviews.
- Iterated on the design system, and generated a style guide for the external team. Collaborated with 3rd party team on UI Style updates.

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SKILLS

Design Thinking
User Research
Wireframing
Informational Architecture
User Flow
Prototyping
Interaction Design
Usability testing
Design Systems
Graphic Design
Typography

TOOLS

Figma
Miro
Adobe Suite
Unreal Engine 5
Unity
Jira

EDUCATION

General Assembly/
UX Design

2016, San Francisco, CA

Coursera/Foundations of UX
Design

2016

Kuban State University/
Bachelor in Graphic Design

2002 – 2008, Krasnodar, Russian
Federation

TALKS

THU Career Camp

April 18-20, 2023

DIGITALCONFEX

January 2023

Lyvebee: UX Consultant

August 2018 - June 2019

- Designed the first draft of the onboarding flow and user profiles for a two-sided marketplace.
- Mentored and guided 3 junior designers, fostering their growth in UX principles and best practices.

WRKSHP: UX/UI Designer

November 2015 - September 2017

- Created wireframes, flows, prototypes, and visual assets for upcoming 3rd person mobile game. Worked closely with game designers and engineers to implement new features.
- Conducted user testing using prototypes and existing game builds. Used insights to improve game flow and usability.
- Mentored 2 design interns and 1 graphic designer.

Intel Inc: UX, Visual Designer

June 2015 - July 2015

- Iterated on user flow for a gamified educational product for 1-4 Grade.
- Prepared mockups and visual design assets.