Aisha Sample

UI/UX Designer

CONTACT

Manchester, UK
07700 900422
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Portfolio aishasample.example.com
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Full right to work in the UK

TOOLS

Figma · Adobe XD · Photoshop · Illustrator · Unity UI Toolkit · Unreal UMG · After Effects · Jira

SKILLS

UX: player flows, wireframes, prototyping, usability testing, accessibility

UI: HUD, menus, iconography, motion, style guides

EDUCATION

BA (Hons) Graphic Design
University of Example, 2020

ALSO

Languages: English (native), Urdu (fluent)

Speaker at a regional games meet-up on accessible UI, 2025

Profile

UI/UX designer with five years in games, specialising in menus, HUDs and onboarding for free-to-play and console titles. I go from player research and flows to wireframes, high-fidelity mock-ups and working UI in engine. I care about readability, accessibility and making complex systems feel simple.

Experience

UI/UX Designer

Company One, Manchester Mar 2023 – Present

- Redesigned the store and inventory flow for Game Title A, reducing the steps to equip an item from six to three.
- Ran fortnightly usability sessions with players and turned findings into clear tickets for the team.
- Built a shared Figma component library used by four UI artists and two programmers.

Junior UI Designer

Company Two, Liverpool Jun 2020 – Feb 2023

- Designed HUD and menu screens for Game Title B (PC, PlayStation, Xbox) from wireframe to in-engine.
- Added colour-blind friendly palettes and scalable text options to the settings menu.
- Created over 150 icons to the art direction, with a naming system the team adopted.

Projects

Settings Menu Accessibility Study: personal project: a redesign tested with ten players, written up on my portfolio

References available on request.

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk | Creative layout: also keep a plain version for online applications