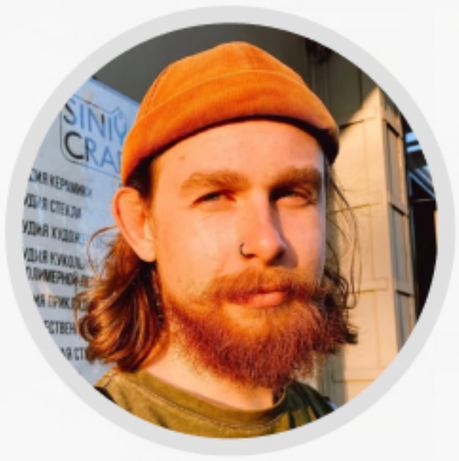


Ilia Sorin

UI/UX & Motion & Graphic

Experience: 9+ years
Phone: +34658868986
Mail: shorin.design@gmail.com

Languages

Ukrainian	• Upper Intermediate
Russian	• Native
English	• Upper Intermediate
Bulgarian	• Elementary
Spanish	• Elementary

About me:

I'm Ilia Shorin, a Senior UI Designer with extensive experience across interface, motion, and graphic design. Most recently, I worked at **Socialpoint, part of Zynga and Take-Two Interactive**, designing in Figma and implementing in Unity interfaces for LiveOps projects and events, Shop, Webstore MDS, and other sensitive part of the product.

My work included prototyping in Figma, developing custom AI-powered tools, and delivering successful features and large-scale initiatives from concept through implementation.

I've collaborated closely with large, multidisciplinary teams and have experience managing and mentoring teams of 7–8 designers. My background spans PC, mobile, PlayStation 4 and 5, Xbox, and Nintendo Switch, with credits including work with Embark on THE FINALS and New World Interactive on Insurgency: Sandstorm. I bring strong communication and time-management skills, and a track record of delivering polished designs across a range of styles and requirements.

I'd be delighted to discuss how my experience could contribute to your team.

Education

MAUP Experimental Psychology

Popov College of Communication

Projector Web Design Certificate

Unity UI Master - Coco Code

Work Experience

Total: **9+ Years**

Mediaholding 100%

Graphic Designer

1.5 year

Responsibilities:

Graphic design, creating layouts for the company's printed materials, and overseeing their printing process from start to finish.

Louder.me

Middle UI/UX Designer

3 years

Responsibilities:

Development and analysis of user interfaces for mobile platforms as well as desktop PC versions, designing UI/UX, and elaborating all possible solutions based on user flow maps and other metrics.

Louder Hub

Senior WEB Designer

8 months

Responsibilities:

Development and analysis of user interfaces for mobile platforms as well as desktop PC versions, designing UI/UX, and elaborating all possible solutions based on user flow maps and other metrics.

Dals Games

Senior UI/UX Designer

3 years

Responsibilities:

Creation of mobile interfaces in casual and sci-fi styles for multiple studio projects, development of stylistic solutions for in-game content, as well as animation of interfaces and screens. Quality control of the implemented interface within the game and close collaboration with the development and game design departments.

Mizko Media

Middle Motion Designer

9 month

Responsibilities:

Implementation of animations for a series of courses in the User Interface and Experience field, creating animations based on technical specifications, as well as designing assets for animations.

Pingle Game Studio

Senior/Lead UI/UX Designer

1 year 6 month

Responsibilities:

Working with clients, implementing interfaces and adapting them for different platforms, animating interfaces as well as promotional materials within games and the company, mentoring and leading team members, planning tasks for multiple iterations ahead, and conducting analysis and research within the framework of project work.

Socialpoint / T2

Senior UI/UX Designer I

1.8 year **NOW**

Responsibilities:

I manage UI tasks and collaborate with a large team, taking interface work from research and UX definition through to final delivery. I create layouts and prototypes in Figma, as well as AI-powered prototypes with advanced animation and visual effects to communicate the intended experience and emotion. I prepare and review localized UI text for different languages and markets. I implement interfaces in Unity, including complex prefabs, and use Fork to manage changes and submit pull requests to the development branch.

Software

Day a day software:

Main Stack

Secondary Pack

Others:

- Blender
- Jira
- Zepplin
- Davinci
- Invision
- Lottie Bodymovin
- Sketch
- Premier Pro
- All Creative Cloud
- Trello
- HotJar
- ChatGPT
- Layer.ai

Skills

- UI/UX
- Graphic Design
- Motion Design
- Management and Mentoring.
- Typography Design
- Atomic Design
- Prototypes.
- Guidelines
- Brandings
- UI Kit Creation
- Sound Design
- Video Editing
- Asset slicing and delivery.

Soft Skills

My key strengths include openness—clear communication helps prevent a significant number of mistakes and missteps. I actively seek and provide feedback, plan tasks, and estimate timelines for their completion. I am efficient, quick to adapt to new styles, and capable of immersing myself in new projects. I am experienced in team management and mentoring when the position requires it and approach self-improvement with the same dedication. I love my work and treat it as if it were my own business.

I consider myself a versatile team member who can help address tasks from related fields or other departments in case of bottlenecks. I strive to avoid conflicts by discussing any contentious issues upfront and seeking compromises.

Projects !

Throughout my experience, I have worked on numerous projects, though some cannot be disclosed in my CV or portfolio due to legal reasons. However, during the initial interview, I would be happy to showcase interfaces and works that are not part of my public portfolio or provide a more comprehensive list of projects I've worked on.

Ilia Sorin

UI/UX & Motion & Graphic



Feel free to contact me, and I'll be happy to discuss potential collaboration with you.