



# MILAN METTHEY

## SENIOR UI UX DESIGNER

### LANGUAGES

- English | Fluent
- French | Fluent
- Spanish | Basic
- German | Basic

### BIOGRAPHY

I'm a dynamic digital creative specializing in **UI, UX** and **Graphic Design**. Born in Paris, raised in Brussels, I also spent years in London, Berlin and Barcelona, practicing Product Design, Graphic Design & Creative Thinking. With over **10 years of experience** in the gaming industry, I've gained in-depth knowledge of both **Live Operations** and **feature development** in **Unity**. On top of that, I also have previous experience in **advertising** and **audiovisual** production.

[www.milanmetthey.com](http://www.milanmetthey.com)

[milan.metthey@gmail.com](mailto:milan.metthey@gmail.com)

Milan Metthey

### EXPERIENCE



#### SENIOR UI/UX DESIGNER

##### Ubisoft Mobile

Apr 2022 - Present | Barcelona

- Provided guidance and mentorship to junior Designers, fostering a collaborative and creative work environment.
- Conducted the design and implementation of user interfaces for a mobile game based on the Invincible™ franchise, from pre-production to release and live operations.
- Designed and optimized UI assets for various screen sizes and resolutions, ensuring a seamless experience across all devices.
- Imported and integrated UI assets into the game engine, maintaining performance and visual quality.
- Monitored user feedback and game analytics to identify issues and implement real-time improvements.

#### UI/UX DESIGNER

##### Ubisoft Mobile

Sep 2018 - Mar 2022 | Barcelona

- Developed and refined UI designs for live products, ensuring updates align with user feedback and evolving business goals.
- Conducted user research through surveys, interviews, and usability testing to gather insights and identify pain points.
- Analyzed user feedback and data to iterate on designs and enhance user satisfaction.
- Designed wireframes, prototypes, and high fidelity mockups for pre-production projects, providing clear guidance for development teams.
- Conducted A/B testing and gathered user feedback to inform design decisions and validate concepts.



#### UI ARTIST

##### Socialpoint (part of Take-Two Interactive)

Oct 2017 - Aug 2018 | Barcelona

- Created visually appealing and user-friendly interfaces for mobile live games, ensuring a seamless and engaging player experience.
- Worked closely with Game Designers, Developers, and Product Managers to translate game mechanics and requirements into intuitive UI solutions.
- Regularly updated and maintained UI elements to reflect ongoing events, promotions, and seasonal content.
- Worked with motion graphics software to bring static designs to life.

#### FREELANCE DESIGNER

##### Montréal, Canada Area

Mar 2017 - Sep 2017

- Doing various creative tasks such as 3D modeling, UI Design, Graphic Design, Photography and Illustration while visiting Canada.



#### LEAD GRAPHIC DESIGNER/ UI ARTIST

##### Aeria Games GmbH (part of Gamigo Group)

Jan 2015 - Sep 2016 | Berlin

- Led a Design team for live mobile games, creating UI, graphic assets, and content for new features, promotions, and revamps. Tasks included wireframes, UI kits, mock-ups, prototypes, icons, logos, animations, promotional and social media content, implementation, and front-end bug fixing.
- Supervised the Art & Design production for a mobile reskin project based on a Japanese IP. Tasks included redesigning UI, UX, and art assets, creating style guides, managing the outsourcing pipeline, and participating in testing, polishing, optimizing, and integrating content.



#### GRAPHIC DESIGNER/ UI ARTIST

##### Aeria Games GmbH (part of Gamigo Group)

Oct 2013 - Jan 2015 | Berlin

- Created various content to support production and marketing teams. Tasks included web and mobile assets creation, print (posters, art books, goodies), video filming and editing (App Store, short movie, live events), concept Art and UI.

#### RESEARCHER/ PRODUCTION ASSISTANT

##### VINCE Creative Production

Mar 2013 - Jun 2013 | London

- Assisted in pre-production research and commercial shoots for various products. Tasks included prop sourcing, supporting technical teams, welcoming actors, image bank sourcing, pre-shoot preparation, and logistical organization.



#### BRANDING CONSULTANT

##### Leahy Brand Design

Aug 2011 - Sep 2011 | London

- Worked as a consultant to conduct a market research on a brand looking to expand its presence in France. Providing information and analysis of competitors and proposing visual identity and branding options.



## EDUCATION

- Master's Degree in Design Interactions**

ROYAL COLLEGE OF ART  
2009-2011 | London | Full-time

- Acquired advanced expertise in human-centred design, cutting-edge technologies, and strategic thinking to innovate and shape the future of interactive experiences.

- Bachelor's Degree in Design**

GOLDSMITHS, UNIVERSITY OF LONDON  
2006-2009 | London | Full-time

- Explored and experimented with design, multimedia storytelling, and interactive experiences, preparing for dynamic roles in the ever-evolving world of digital media.

## KEY SKILLS



User-Centred Design



UX Strategy



UI Design & Integration



Prototyping



Interaction Design



Accessibility



Usability Testing



Data Informed



Problem Solving



Project Management



Team Leadership



F2P Business Model



Communication



Collaboration



Agile Methodology



Mobile Tech



3D Printing



AI Tools



MetaHuman Live Link & Mocap

## TOOLS



Adobe Suite



Figma



Tableau



Unity



Github



Sourcetree



JIRA



Confluence

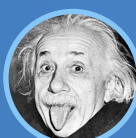


Unreal Engine



Zbrush

## INTERESTS



Science & Tech



Cooking



Popular Culture



Video Games



Travelling