

AMITIEL ANGELISME.

SENIOR GRAPHIC DESIGNER

Senior Graphic Designer with 12+ years of experience across digital products, UI/UX, branding, illustration, 2D/3D and motion design. I combine visual thinking with new technologies to develop cohesive products, tools and experiences - from concept and art direction to production and implementation.



armitiel@gmail.com

linkedin.com/in/armitiel

armitiel.cv/portfolio

Warsaw, Poland | GMT+1

SELECTED EXPERIENCE

● 2018 - PRESENT

SELF-EMPLOYED

Senior Graphic Designer

UI, branding, illustration and visual systems for web, mobile, games and interactive products. End-to-end 2D/3D production, motion and prototyping supported by automation and AI-assisted workflows.

● JAN 2024 - JUN 2025

TACTILE GAMES

UI Designer | Contract | Remote

Built a Unity Slicer tool that reduced UI preparation from about 15 minutes to about 10 seconds per task and eliminated manual asset slicing. Introduced the team's first AI-assisted workflows and delivered scalable components directly into a live mobile game.

● NOV 2021 - DEC 2023

MOBINATION GAMES

Lead Artist | Freelance | Remote

Owned the complete visual direction of a tower defense game, from art direction and UI systems to implementation. Delivered UI/UX, gameplay visuals, 2D/3D assets, animation, VFX and promotional materials.

● NOV 2020 - MAR 2021

HUUUGE GAMES

Graphic Designer / Animator | Contract

Designed and animated UI and visual assets for a slot game in a regulated social casino environment. Applied 3D-to-2D workflows to improve consistency, production efficiency and compliance with technical constraints.

● JUN 2020 - AUG 2020

DEN OF IMAGINATION

3D Sculptor | Freelance | Remote

Delivered print-ready collectible character sculpts meeting strict standards for form, detail and structural integrity within rapid iteration cycles.



EARLIER EXPERIENCE

- NOV 2015 - MAY 2019

GLOBAL ATTRACTIONS LTD

Mural Artist | Contract

Designed and executed large-format murals and wall graphics on-site for indoor attractions, collaborating with international production teams.
- OCT 2014 - NOV 2015

AT ADVERTISING AGENCY

Graphic Designer | Contract

Won second place in a regional client tender with an independently developed concept and delivered a corporate interior mural strengthening the client's brand identity.
- SEP 2013 - AUG 2014

EUROPEAN COMMISSION

Project Coordinator / Graphic Designer

Led and coordinated an EU-funded employment project, developing custom tools and a cohesive visual identity.
- JAN 2012 - JAN 2013

TEYON

Graphic Designer / Animator | Contract

Produced and animated 2D cutscenes for a hidden-object game, delivering narrative-driven visual sequences.
- JAN 2011 - DEC 2011

COMANGLE ENTERTAINMENT

Junior Game Artist / Animator | Freelance

Delivered end-to-end visual production for 10 playable arcade mini-games, including UI, characters, backgrounds, interactive assets and animation.

CORE CAPABILITIES

- Design Systems & UI architecture
- Game UI & Unity implementation
- UI performance & mobile constraints
- 2D / 3D production & sculpting
- Motion, animation & micro-interactions
- Live Ops & rapid iteration
- AI, automation & tooling

TOOLS

- Figma
- Photoshop
- Illustrator
- ZBrush
- Blender
- Spine
- After Effects
- Unity
- Cursor
- Runway
- Stable Diffusion

LANGUAGES

- Polish

NATIVE
- English

FLUENT

EDUCATION

2007 — 2009	Southampton Solent University	Fine Arts (BA)
2005 — 2007	Southampton Solent University	Illustration (BA)
2004 — 2005	Middlesex University	Art & Design (Foundation)