







FRANZISKA WOHLFART

User Interface Artist

CONTACT

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-  Barcelona, Spain

EDUCATION

DIPLOMA Graphic & Communication design
Design Ifog Academy
(Munich) 8/2010-9/2013

SKILLS

Figma
Adobe Photoshop
Adobe Illustrator
Blender 3D
Unity
Webflow
UI/UX Design
Graphic Design
Illustration
Concept Art
Character Design
AI Tools

LANGUAGES

German
English
Spanish

PROFILE

Dynamic UI Artist, with a passion for creating and playing mobile games. Armed with almost 10 years of hands-on experience in the gaming industry, I excel at translating game mechanics into visually stunning and user-friendly interfaces optimized for mobile platforms. I thrive on incorporating user feedback and iterative design processes to deliver engaging and immersive gaming experiences. A collaborative team player with excellent communication skills,

WORK EXPERIENCE

SENIOR UI ARTIST

Scopely (Barcelona) | 10/2024-present

- creating high level UI mockups, assets, and icons
- close collaboration with UX and design and design team, helping working on complex solutions
- documentation and creating guidelines, sharing knowledge with the team
- implementation of art assets and advanced UI design in Unity
- driving initiative to improve quality of the game
- excellent understanding of the game and its features

UI ARTIST

Scopely (Barcelona) | 8/2021- 10/2024

- creating high level UI mockups, assets, and icons
- close communication with UX and design, prototyping
- documentation and proving assets for devs
- implementation guide and UI polish in Unity

ART DIRECTOR

Trollgames (Füssen) | 2/2020-7/2021

- Responsible for the art of all games as well as directing art resources and freelancers
- creating high-quality 2D game assets (by using basic 3D models) coordinating freelancer work & internal art-related projects
- creating marketing material for all our games
- creating characters and the UI for The King's Dreams

2D Artist

Trollgames (Füssen) | 1/2015-2/2020

- creating high quality-game Assets & UI Elements for Magoia
- creating marketing content for Magoia/Xhodon/Trollgames
- creating character art, UI Design, and Illustration for Xhodon
- concept art and UI Design for Idle Train Empire

2D Artist Intern

Bright Future (Cologne) | 7/2014-12/2014

First experience in the gaming industry:

- creating in-game assets for customization for Miramagia
- creating marketing content/illustrations for Miramagia