Franziska Wohlfart

Senior Game UI Artist



CONTACT

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EDUCATION

DIPLOMA GRAPHIC & COMMUNICATION DESIGN
Design Ifog Academy (Munich) 8/2010-9/2013

SKILLS

Figma
Adobe Photoshop
Adobe Illustrator
Blender 3D
Unity
Webflow
UX Design
Graphic Design
Illustration
Concept Art

LANGUAGES

German
English
Spanish

PROFILE

Senior Game UI Artist with 10+ years of experience in the games industry, specializing in mobile game interfaces, feature design, iconography, and Unity implementation. Combines strong visual craft with a practical understanding of gameplay, player experience, and production workflows. Experienced in collaborating across UX, game design, and development to turn feature concepts into polished, implementation-ready experiences.

WORK EXPERIENCE

SENIOR UI ARTIST

Scopely (Barcelona) | 10/2024-present

- Create high-quality UI mockups, assets, and icons.
- Collaborate with UX and game design on complex features and solutions.
- Drive initiatives to improve visual quality and consistency.
- Create documentation, guidelines, and share knowledge with the team.
- Implement and polish UI assets directly in Unity.

UI ARTIST

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

- Design UI mockups, feature assets, and icons.
- Collaborate with UX and game design on concepts and prototypes.
- Prepare assets and implementation guidelines for developers.
- Support Unity implementation and UI polish.

ART DIRECTOR

Trollgames (Füssen) | 2/2020-7/2021

- Oversee art direction across all studio games.
- Coordinate internal art resources and freelance artists.
- Create 2D game assets using 3D models as a foundation.
- Design characters and UI for King's Dreams.
- Create marketing materials for all studio games.

2D Artist

Trollgames (Füssen) | 1/2015-2/2020

- Create 2D game assets and UI elements for Magoia.
- Design characters, UI, and illustrations for Xhodon.
- Create concept art and UI for Idle Train Empire.
- Produce marketing artwork for studio games.

2D Artist Intern

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

First experience in the gaming industry:

- Create in-game customization assets for Miramagia.
- Produce marketing illustrations and artwork.