



ARTEM BARABANOV

Promo UI & Motion Designer | iGaming

CONTACT

+38-095-861-12-94

barabanovartem350@gmail.com

Dnipro, Ukraine

[Portfolio](#)

[LinkedIn](#)

SKILLS

- UI Design
- Mobile Game UI
- Layout & Composition
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

TOOLS

- Adobe Photoshop - Expert
- Adobe Illustrator - Expert
- Adobe After Effects - Advanced
- Figma - Advanced
- Spine - Advanced
- Cocos 2D - Advanced
- AI Tools (Leonardo) - Advanced
- Unity - Basic
- Comfy UI - Basic

LANGUAGES

- Ukrainian (Fluent)
- English (Advanced)

SUMMARY

4+ years creating promotional and in-game UI for social casino titles at Product Madness (Aristocrat) — Big Fish Casino. Led the transition from static to animated pop-ups, shipping 600+ static and 50+ Spine-animated assets through full production pipeline (Photoshop → Spine → Cocos Creator publishing). Led and mentored a team of designers from Middle to Senior level. Backed by 10+ years in design with deep expertise in layout, typography, and visual hierarchy. Currently expanding into Unity to bring UI/UX thinking into real-time game environments.

WORK EXPERIENCE

Product Madness & Big Fish

2023 - 2026

Marketing Design Team Lead

- Directed a team of graphic designers, successfully mentoring two specialists from Middle to Senior level.
- Streamlined collaboration between Game Ops and Art teams, resulting in cohesive and visually consistent 360-degree marketing campaigns.
- Implemented internal workshops on advanced animation and design techniques, enhancing overall team production quality.
- Oversaw the visual strategy for slot game promotions, ensuring top-tier execution and brand alignment across all channels.

Product Madness & Big Fish

2022 - 2023

Graphic Designer

- Initiated the transition from static to animated promotional materials, significantly boosting player engagement and increasing pop-up CTR.
- Developed over 600 static and 50+ animated pop-ups, managing the full cycle from Photoshop design to Spine animation and Cocos 2D publishing.
- Optimized asset preparation workflows for mobile platforms, ensuring high performance and visual fidelity in-game.

Ciklum

2022 - 2023

Asset Producer / Graphic Designer

- Produced high-quality visual assets and multi-format banners for Tier-1 global brands, including Starbucks, L'OR, Lenovo, and Netflix.
- Executed precise adaptation of source materials into diverse banner sets while ensuring 100% adherence to strict brand guidelines and technical specifications.
- Developed and launched responsive email marketing campaigns within the Salesforce ecosystem, utilizing HTML and CSS for layout precision.
- Collaborated closely with production teams to streamline the delivery of high-volume digital assets under tight deadlines.



CONTACT

☎ +38-095-861-12-94

✉ barabanovartem350@gmail.com

📍 Dnipro, Ukraine

🌐 [Artstation](#)

🌐 [LinkedIn](#)

SKILLS

- UI Design
- Mobile Game UI
- Layout & Composition
- Time Management
- Leadership
- Effective Communication
- Critical Thinking

TOOLS

- Adobe Photoshop - Expert
- Adobe Illustrator - Expert
- Adobe After Effects - Advanced
- Figma - Advanced
- Spine - Advanced
- Cocos 2D - Advanced
- AI Tools (Leonardo) - Advanced
- Unity - Basic
- Comfy UI - Basic

LANGUAGES

- Ukrainian (Fluent)
- English (Advanced)

WORK EXPERIENCE

Art-Flex

2012 - 2020

Prepress Designer

- Managed technical pre-production for high-volume industrial printing, specializing in self-adhesive labels with a daily output of 100,000+ units.
- Executed complex color separation and CMYK optimization in Adobe Illustrator and Photoshop to ensure precise color reproduction and print stability.
- Performed meticulous technical audits of approved designs, including trapping and overprint settings to prevent registration issues.
- Processed and refined vector and raster assets to meet strict industrial printing standards, significantly reducing production waste and ink consumption.