

SHIRONNE PEIRIS

SENIOR UI / UX DESIGNER

DETAILS

ADDRESS

Poland

EMAIL

shironne_p@protonmail.com

LINKS

PORTFOLIO -
www.shironne-p.com

LINKEDIN PROFILE

SKILLS

UX + UI
Photoshop
Illustrator
After Effects
Adobe XD
Unity
Figma
Wireframing
Prototyping
Documentation
Console / PC / Mobile
Single Player /
Multiplayer

PROFILE

Senior UI/UX Designer with over 10 years of experience, dedicated to crafting intuitive and engaging user interfaces that enhance player experiences. Expertise in developing and refining UI/UX solutions across platforms, including console, PC, and mobile, while ensuring visual consistency and usability.

Adaptable with AAA and Indie development values, whether working independently or closely with cross-functional teams, leveraging skills in wireframing, prototyping, and documentation to drive project success. Passionate about creating memorable and creative gaming experiences that resonate with players and elevate the overall gameplay.

WORK HISTORY

SENIOR UI / UX DESIGNER, Pokuch

Remote

Feb 2025 — Oct 2025

Performed UI/UX design for a plethora of features, HUD, and menu flows, improving clarity and player understanding.

Produced wireframes, mockups, and documentation to align key individuals.

Redesigned, and streamlined UI features, contributing to improved usability and stronger visual consistency.

Developed a UI style guide, establishing visual direction and ensuring cross-team alignment.

Worked autonomously while maintaining close collaboration with the Game Director to uphold the design vision.

SENIOR UI / UX DESIGNER, Techland

Warsaw

Apr 2019 — Aug 2023

Designed UI/UX for major systems within two games including HUD, menus, and player-facing features. Working in a rapid and adaptive development environment.

Utilised Techland's in-house C-Engine UI editor to create and refine UI features.

Delivered wireframes, mockups, and high-fidelity prototypes using Adobe XD, InVision and After Effects for improving communication across departments.

Created detailed design documentation to support consistent implementation across UI design, game design and engineering.

SENIOR UI ARTIST, CD Projekt Red

Warsaw

May 2016 — Apr 2019

Delivered UI art and UX designs for three projects across Console, PC, as well as on Mobile.

Drove UI features from concept to final implementation, driving consistency and quality whilst in a fast-paced environment.

Designed intuitive UI for a complex card-strategy game where UI clarity and navigation were essential to the entire game, revolving around a variety of menu features and gameplay needs.

Delivered documentation for key features and built prototypes using Adobe XD and Atomic. As well as assisting with UI implementation and refinement via the use of Unity.

Iterated regularly with close collaboration with the lead Game, Art and Programming directors. In addition to other key avenues from the likes of community feedback in a live-service environment.

UI ARTIST, Ubisoft Reflections

Newcastle upon Tyne

Sept 2011 — Apr 2016

Designed UI/UX for three games including menus, HUDs, and cross-platform features.

Supported single-player and multiplayer feature development across several genres: RPG, Shooter, Racing, and Platformer.

Collaborated with teams in the likes of UK, France, and Sweden to maintain consistent UI. Also assisting in implementation and refinement via multiple avenues: Snowdrop engine, Unity, and Flash.

Contributed to live-service updates, iterating features based on game design, community and analytics-driven feedback.

Consistently adapting to project requirements. Taking UI feature requirements from concept to implementation, ensuring cohesive and quality interfaces across various games.

EDUCATION

BA Hons., University of Teesside School of Computing

Middlesbrough

2005 — 2008

Computer Games Design

Grade: 2.2

A Levels, Christ The King Sixth Form College

London

2002 — 2005

Graphic Design And Fine Art

Grade: A-C