

# MINA SIMIĆ

Lead artist



19.10.1989.



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Belgrade

## CURRICULUM VITAE

### EDUCATION

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#### **Master of applied arts**

Faculty of applied arts, Belgrade university, 2013.

#### **Bachelor of applied arts**

Faculty of applied arts, Belgrade university, 2012

#### **Interior and industrial designer**

School for design, Belgrade 2008.

### WORK EXPERIENCE

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#### **Two desperados / Lead product artist**

November 2019. - Present

-Overlooking at the art workflow in the team. Tracking estimates and deliveries. Delegating tasks to the best suited artist at any given moment. Supervising team members in task implementation, by providing briefs, documentation and feedback..

-Creating game style documentation and overlooking its implementation. Creating Miro boards with detailed information of every single game feature, its UI design rules, multiple skins and its assets location.

-Working with the outsource art team by providing detailed documentation with concepts and references for the entire project. Including multiple saga maps, gameplay backgrounds, assets, 10 characters and UI guidelines.

-Creating UI design systems in Figma, with working prototypes.

-Creating Visual previews for game flows to make the collaboration between Game designers, artists, tech artists and Devs easier.

-Colaborating with Game designers by brainstorming ideas, suggesting art themes and ensuring the GDD requirements are followed within the art team.

-Colaborating with Tech artists on planning the asset creation and exporting rules and enforcing them within the art team.

-Colaborating with Project owners and producers in planning and refining roadmaps by providing estimates..

-Teaching and sharing knowledge through workshops and level up challenges.

-Holding team meetings to plan workflow and brainstorm future developments.

-Taking care of the team's well being by ensuring every member gets to work on an "interesting" task as often as possible and not get too many repetitive ones.

-This role is semi hands-on. I do some art tasks myself, heavily focusing on UI/UX design.

## ABOUT ME

I am a Lead 2D artist with 10+ years of experience in mobile game art (5 in slot games and 6 in casual games) and 2+ years of focusing on art direction and art workflow improvements. I wish to deepen my expertise in this field and am looking forward to seeing how much the slot industry has changed in the past few years. I'm also a free diver, cat person, and real life escape room expert.

## WORK EXPERIENCE

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### **Two desperados / 2D artist**

November 2019. - March 2023.

- Creating game graphics. Characters, backgrounds and assets.
- Designing entire features (Game events) that incorporate all of the above and fall in line with games UI guidelines.
- Designing games UI design systems from scratch and maintaining them on existing games.
- Creating guidelines documentation for UI design system use. These were used by other artists in the team, developers and Tech artists.
- Colaborating with Game designers in feature brainstormings.
- Colaborating with Developers and Tech artists in planning asset exporting.

### **Booming-games /2D & Concept artist**

June 2014. - November 2019.

- Developing characters and items starting from conceptualization stage, progressing to more detailed color concepts and final illustration.
- Working closely with animators to make all the assets animatable. Often working in a team towards a cohesive style of a game.

### **Dom omladine Beograda (Belgrade youth center) / Graphic & web designer intern**

may-december 2013.

Creating designs for printed and on-line marketing purposes.

## SKILLS

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Highly proficient in Photoshop

Proficient in Figma

Artistic skills: Composition, perspective, color theory, character design, environment art, shading, and texture, UI art

Fluent in English language.

Experienced in educational work with kids in different fields of applied arts.