

Oleksii Dymbitskyi

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Senior Technical UI/UX Designer and Artist with 10+ years of experience designing and shipping UI/UX for AAA, cross platform, and live service games, including Fortnite and World of Tanks. Specialized in game UI/UX design, technical UI, and data driven interfaces.

Proven track record of owning complex, high impact UI features in large scale live service games, solving challenging UX and technical problems, and collaborating closely with engineering, production, and design teams to deliver polished experiences.

Core expertise in complex UI implementation, scalable architecture, cross platform development, accessibility and inclusive UX

Toolset Unreal Engine 4/5/6, Blueprints, UMG, CommonUI, Materials, MVVM, Enhanced Input, GAS, C++, C#, Verse, Perforce, Git, UnrealGameSync, Figma, Photoshop, Illustrator, InDesign, After Effects, Maya and Blender

B.Sc. in Mathematics and Computer Science

Taras Shevchenko National University of Kyiv, Ukraine, with a focus on Discrete Mathematics

Technical UI Designer Jan 2023 – Present

Epic Games | Fortnite

Design and implement scalable UI systems, bridging design, art, and engineering.

Build and debug Unreal Engine UI using Blueprints, UMG, CommonUI, MVVM, Materials, and related systems.

Build complex UI features from design and prototyping through technical implementation, debugging, and release.

Unified navigation and input experience across PC, console, and mobile, with a focus on UX and accessibility.

Drive live-service UI development and content delivery within demanding production cadences, optimize UI performance.

Collaborate with design, UX, art, and engineering teams to deliver production-ready UI systems and features.

UI Technical Artist Dec 2020 – May 2022

Wargaming | R&D

Led R&D initiatives prototyping and validating in-game screens, HUD systems, UI logic, materials, and UX experiments in Unreal Engine -- turning early-stage concepts into production-ready foundations.

Translated early-stage concepts and UX experiments into production-ready UI foundations, validating both visual and technical feasibility.

Prototyped UI systems and interaction concepts to evaluate implementation approaches before production.

UI/UX Designer Jun 2019 – Dec 2020

Wargaming | World of Tanks

Designed and prototyped UI flows focused on clarity and intuitive experience.

Built wireframes and interactive prototypes in Figma to validate UI/UX concepts before handoff to engineering.

UI/UX Designer 2017 – 2019

Game Labs, Inc. | Ultimate Admiral, Naval Action

Designed core UI/UX for a naval strategy title from early concept through shipped release, including HUD, menus, and in-game overlays.

Created visual assets and iconography in Photoshop and Illustrator, establishing a consistent UI style across the game.

UI/UX Designer / 2D Artist & Animator 2013 – 2016

Wyse Games | Stay Alight, Castle: Dangerous Game, Once Upon A Night

Designed and animated UI/UX across multiple mobile and casual titles, owning the process from concept art through final implementation.

Produced 2D art and animation assets, blending UI design with illustration and motion to support each game's visual identity.

Earlier career experience in advertising agencies as a Graphic Designer, working on print advertising for premium magazines, photo retouching, catalog layout and design, prepress preparation, and print production