



# Myriam Lang

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## PROFESSIONAL SUMMARY

Professional with solid background in user interface, 2D art and graphic design. Skilled in creating visually appealing and user-friendly designs, with strong focus on team collaboration and delivering impactful results. Known for adaptability, creativity, and reliability, consistently meeting project goals and client expectations. Proficient with design tools such as Adobe Creative Suite, Unity, and Figma.

## SKILLS

- UI Design
- Marketing Graphic Design
- Adobe Creative Suite, Figma
- 2D Characters and Environments
- Project optimization and management

## WORK HISTORY

### SENIOR UI GRAPHIC DESIGNER

01/2023 to 12/2025

**ILLOGIKA Studios | Montreal, QC**

Projects: **7 Days to Die: Blood Moons (Steam)**, **Merge World (Mobile)**, and an undisclosed project

- Designed UI assets, layouts, icons, and UX flows for multiple titles.
- Improved **pipelines and inter-team communication**, reducing bottlenecks and ensuring faster iteration cycles.
- Identified integration roadblocks and supported technical art needs.
- Producing eye-catching visual marketing content for social media platforms

### 2D ARTIST/UI GRAPHIC DESIGNER

05/2020 to 08/2022

**Mino Games | Montreal, QC**

Projects: **Cat Game**, **Dog Game (Mobile)**

- Created **environment art**, props, and visual assets for live-ops content.
- Designed UI elements and collaborated with designers for feature releases.

### 2D ARTIST

09/2019 to 05/2020

**Edoki Academy | Montreal, QC**

Project: **Montessori Preschool (Mobile)**

- Designed characters, props, and environments in a clean educational art style.
- Developed UI assets and performed in-engine **Unity integration**.
- Created animations (characters and UI).

