



# 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).

	<b>PROPS GRAPHIC DESIGNER</b>	01/2019 to 09/2019
	<b>Oasis Animation Inc.   Montreal, QC</b>	
	Project: <b>F is for Family (Netflix, Season 4)</b>	
	<ul style="list-style-type: none"> <li>Designed high-quality props aligned with the show's established visual style.</li> </ul>	
	<b>2D ARTIST</b>	06/2018 to 12/2018
	<b>Budge Studios   Montreal, QC</b>	
	Project: <b>Budge World (Mobile)</b>	
	<ul style="list-style-type: none"> <li>Developed characters, environments, UI assets, and 2D animations.</li> </ul>	
	<b>2D ARTIST</b>	03/2016 to 06/2018
	<b>Woozworld Inc.   Montreal, QC</b>	
	Project: <b>Woozworld (Web &amp; Mobile)</b>	
	<ul style="list-style-type: none"> <li>Created characters, clothing, props, and visual assets for a live virtual world.</li> </ul>	
	<b>DIGITAL ILLUSTRATOR</b>	10/2015 to 02/2016
	<b>Salambo Productions Inc.   Montreal, QC</b>	
	Project: <b>Au Pays des Têtes à Claque (Salambo Productions - Teletoon, 2015–2016)</b>	
	<ul style="list-style-type: none"> <li>Environment design for Season 3.</li> </ul>	
<b>EDUCATION</b>	<b>CCE Course   UX/UI</b>	EXPECTED IN 05/2026
	<b>Concordia University, Montreal</b>	
	<b>Diplôme D'Études Collégiales   2D Animation</b>	06/2015
	<b>Cégep Du Vieux Montréal, Montreal, QC</b>	
<b>LANGUAGES</b>	English	French
	 Professional Working	 Native or Bilingual
<b>DISTINCTIONS</b>	Frima's Best Student Movie Award (2015), Pascale Blais' Best Student Movie Award (2015)	