



David Missal

VISUAL/UI/UX ARTIST (GAMES)

UI/UX Artist with 8+ years of professional experience designing game interfaces, HUDs, menus, and UX flows from concept through implementation. Experienced in shipping live titles, collaborating with designers and devs, and adapting visual styles across multiple projects and genres. Strong focus on usability, visual clarity, and player experience.



Location:
Ontario, Canada



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MY SKILLS

CORE SKILLS

- GAME UI / UX DESIGN
- WIREFRAMING & UX FLOWS
- VISUAL HIERARCHY & ACCESSIBILITY
- STYLE ADAPTATION & UI POLISH
- UI IMPLEMENTATION (UNITY)

TOOLS

- ADOBE PHOTOSHOP
- ILLUSTRATOR
- UNITY
- FIGMA

EXPERIENCE

2022
2026

ART DIRECTOR / UX DESIGNER at Castle of Blackwater

- Designed and implemented core game UI systems including HUD, menus, inventory, and map interfaces.
- Defined UX flows to improve clarity, usability, and player onboarding.
- Collaborated closely with programmers to iterate UI layouts based on gameplay and technical constraints.
- Established and maintained a consistent visual style across UI and in-game elements.

2020
2021

UI ARTIST / VISUAL DESIGNER at Amber Studios

- UI Artist on Tetris Beat (Apple Arcade featured title)
- Designed UI screens, icons, and illustrations aligned with established brand guidelines.
- Worked closely with designers and engineers to iterate UI based on playtesting and feedback.
- Supported pitch work and early UX concepts for new projects.

2021
2022

ART DIRECTOR / UX / UI DESIGNER at Pixie Interactive

- Designed UI/UX for game systems including menus, combat feedback, and progression screens.
- Improved visual clarity and usability across the game's interface and branding.
- Created UI animations and interactive elements to enhance player feedback.

2022
2023

ART DIRECTOR / VISUAL DESIGNER at Pixel War

- Designed UI layouts and UX flows for the main map and core gameplay screens.
- Established visual direction for UI elements while maintaining usability and consistency.
- Collaborated with the art team to align UI with in-game visuals.

2019
PRESENT

Freelance UI / Visual Designer

- Designed UI and visual assets for games and digital products.
- Collaborated with clients including Harley-Davidson, Royal Holiday Vacation Club, and Eddy App.

EDUCATION

2019

Gamification

Interaction Design Foundation - Online

2015
2016

Programming for Games, Web and App

Vancouver Film School - Vancouver, Canada

2008
2011

Traditional Animation and 3D Game Design

Seneca College - Toronto, Canada

ACHIEVEMENTS

- Joined Castle of Blackwater from day one and contributed to the game from concept through full release over a 3-year development cycle.
- Designed 10,000 digital Viking NFTs, contributing to a successful \$2.8M USD mint that funded full development of Northern Guilds.