David Missal

VISUAL / UX/UI DESIGNER

Experienced visual designer, UX/UI designer, illustrator, animator and team leader with over 8 years of experience creating unique and innovative digital games and products from concept all the way to implementation.

Location:
Toronto, Canada

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MY SKILLS

- VISUAL DESIGN
- UX/UI
- ANIMATION
- 2D/ 3D DESIGN
- GRAPHIC DESIGN

- CREATIVE
- LEADER
- TEAM PLAYER
- GAMIFICATION
- GAME DEV

EXPERIENCE

2022 Current

ART DIRECTOR / UX DESIGNER
at Castle of Blackwater
- Established the in game visual style and artisitc approaches for both the UI and ingame elements
- Guided the art team to create design in line with the projects vision
- Layed out the flow and design of the main map

2022 2023

ART DIRECTOR / VISUAL DESIGNER
at Pixel War
- Worked to boost visuals and improve the overall branding of the game
- Worked on combat animations, designed dungeons and developed web elements for marketing.

2021 2022

ART DIRECTOR / UX/UI DESIGNER
at Pixie Interactive
- Designed the look and feel of **Northern Guilds**.
- Established and developed the art development pipe-lines
- Lead the hiring and training of the art team.

2020 2021

UI ARTIST / VISUAL DESIGNER
at Amber Studios
- UI artist / illustrator for **Tetris Beat**, Apple Arcades featured title for August 2021.
- Developed UI, illustrations, and icons.
- Worked on pitches for future projects.

2019 present

FREELANCE VISUAL DESIGNER
- Partnered with some great companies including **Harley Davidson**, **Royal Holiday Vacation Club** and **Eddy App**.

2018 2019

LEAD VISUAL DESIGNER
at Aave Lending
- Worked on graphics, animations and user interactions.
- Worked closly with the engineers and leadership to develop a product that met with the intended business needs.

2016 2017

ARTIST / TECHNICAL ARTIST
at V2 Games

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

-Brought in day one on Castle Of Blackwater and worked my ass off to bring the game from concept to release over the course of 3 years. I am very proud of the work the team accomplished over those 3 years

Responsible for the design of 10,000 digital viking NFT's that went on to raise 2.8 million (USD). With the success of the Mint enough money was raised to build a team and go into full development for the game Northern Guilds.