

Sheetal Shelar

SENIOR UI/UX DESIGNER - VIDEO GAMES

Pune, Maharashtra | +91 9028045566 | sheetalshelar272@gmail.com

15+ Years of Experience | **10+** Game Titles Shipped | **End-to-End** UX to Unity Implementation | **Mobile Games** Casual, Mid-core, Live-Ops, Multiplayer

WORK EXPERIENCE

SENIOR UI ARTIST — Garena — 2022-2026

Led end-to-end UI/UX design for SUPER 6 Cricket, from user flows & wireframes through visual design, asset creation & Unity implementation.

- Owned UI/UX for core game features including gameplay HUDs, progression systems, inventory, store assets, events & multiplayer experiences.
- Created flows, wireframes, mockups & interactive prototypes to communicate feature experiences before production.
- Designed complete UI asset sets including buttons, icons, illustrations, logos & supporting 2D assets.
- Implemented & polished UI directly in Unity, ensuring visual & functional accuracy.
- Collaborated closely with the art director, game designers, & developers throughout feature development & implementation.

SENIOR UI ARTIST — JetSynthesis — 2020-2022

Owned end-to-end UI/UX design for Ludo Zenith & other games, translating gameplay requirements into clear & engaging interface experiences.

- Designed user flows, wireframes and interactive prototypes.
- Led UI visual design & maintained interface consistency across the product.
- Created polished game-ready UI assets & interface elements.
- Collaborated with game designers, artists & developers throughout production.

UI ARTIST — Yoozoo Interactive — 2017-2020

Contributed UI design across multiple mobile titles including Superstar Teen Patti, Carrom, Teen Patti Adda & Ludo All Star.

- Designed UI flows & interface layouts
- Created logos, app icons, and marketing assets

UI DESIGNER — Rolocule Games pvt ltd. — 2012-2016

Converted product and gameplay requirements into intuitive & visually appealing game interfaces.

- Created high-fidelity mockups & polished UI systems
- Worked across projects including Bowling Central, Dance Party TV, Dead Among Us, & Battle of Legends

EARLIER EXPERIENCE — 2009-2012

SENIOR GRAPHIC DESIGNER — Touchmagix Interactive Media

- Designed software UI skins & website interfaces
- Created advertising & marketing materials
- Developed branding & brochure designs

GRAPHIC DESIGNER — Big Animation (I) Pvt. Ltd.

- Part of the 2D animation production for the “Hey Krishna”

EDUCATION

Diploma in Advanced Computing Arts (DACA) – Multimedia
CDAC (Pune)

Diploma in Applied Arts
Abhinav Kala Mahavidyalaya (Pune)

KEY EXPERTISE

- Game UI/UX Design
- UX Architecture & User Flows
- Gameplay HUD & Interfaces
- Live-Ops & Events
- Visual Design & Art Direction
- Unity UI Implementation
- Player-Centric UX Design
- 2D Illustration
- Marketing & Promotional Art

TECHNICAL SKILLS

- Adobe Photoshop
- Unity UI
- Adobe Illustrator
- Jira
- Confluence

ACHIEVEMENT

2nd Prize
Annual Exhibition 2008
Abhinav Kala Mahavidyalaya