

Tomas Olsav

UI/UX Designer - Mobile Games

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Portfolio • LinkedIn • Charlottenburg, Berlin, Germany

Profile

UI/UX Designer specialized in mobile free-to-play games with 8+ years of industry experience across game design, QA, and UX/UI production. Proven track record delivering production-ready features, scalable UI systems, and UX improvements supporting retention, monetization, and live feature performance. Experienced in data-informed design, A/B testing validation, and collaboration across product, engineering, art, and analytics teams.

Career Experience

Kolibri Games, Berlin, Germany Nov 2022 - Present

UI/UX Designer

Sole designer on Idle Bank Tycoon, owning the full UX/UI pipeline from concept to implementation. Responsible for UX discovery, flows, wireframes, prototypes, UI production, LiveOps feature support, and developer handoff. Maintains and evolves the game's UI library and style guide while collaborating daily with product, engineering, art, QA, and analytics teams.

- Delivered end-to-end feature designs improving usability, clarity, retention, and monetization performance.
- Built and maintained scalable UI systems, components, and design standards for faster feature production.
- Improved LiveOps and feature UX to support ongoing content releases and player engagement.
- Collaborated on A/B testing initiatives to validate UX and feature performance improvements.
- Mentored designers and supported UX/UI hiring initiatives.
- Supported feature kickoffs, reviews, QA validation, and animation/audio handovers.

Kolibri Games, Berlin, Germany Jan 2021 - Mar 2023

QA Tester

Worked closely with design and development teams identifying gameplay, usability, and retention issues, building strong understanding of player behavior and production workflows while preparing transition into UX/UI design.

Pixel Federation, Bratislava, Slovakia Jan 2015 - Aug 2018

Game/Level Designer

Designed quests, progression, and levels for Diggy's Adventure, shaping player journeys and gameplay pacing. Contributed to retention and monetization features while supporting early UX/UI and gameplay balancing efforts.

Education

Business Academy, Banská Bystrica Sept 2011 - Jun 2015

Secondary School Leaving Examination (Maturita)

Technical Proficiencies

Tools: Figma, Photoshop, After Effects, Rive, Unity, Atlassian Suite, PlaytestCloud

Core Skills: Game UX, Mobile F2P UX, LiveOps UX, Monetization UX, Retention UX, A/B Testing

Collaboration, Feature UX Design, User Flows, Prototyping, UI Systems & Components, Developer Handoff