

ÁDÁM F. SZÉKELYHIDI

UI/UX DESIGNER / Q&A TEST

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EDUCATIONS

COMPUTER SOFTWARE TECH.

Út a Harmadik Évezredbe
2005-2006

COMPUTER GRAPHICS

Atalanta Szakközép Iskola
2011-2013

TECHNICAL SKILLS

SOFTWARE PROFICIENCY

- Adobe Creative Suite
- Microsoft Office
- Figma
- Auxere RP
- Sony Vegas
- CORETECH Engine
- Visual Studio
- Jira
- Git (SourceTree, GitLab)
- CSS, XML, HTML

SOFT SKILLS

- Deep understanding of different parts of development
- Community building
- Marketing approach
- Interpersonal communication
- Project planning, tracking in Agile/Scrum
- Expert in AI technologies (Midjourney, ChatGPT, Gemini)

LANGUAGES

- English (fluent)
- Hungarian (native)
- German (beginner)

INTERESTS

- Self-education
- Psychology
- Journalism
- Football
- Movies
- AR, VR technology/games

PROFILE

I worked as a graphic operator/web designer before I started to work a Q/A Lead at NeocoreGames. After a year, I was promoted to UI/UX designer, focusing on console ports and the user interface for both PC and console versions of over six AAA video games during the past nine years. I am highly skilled in UX research and UI design, managing console team testing phases, and communicating with programmers. Additionally, as a part-time hobby, I write and edit videos for IGN Hungary, creating reviews and videos about AAA game titles.

Please check my portfolio: www.adamszekelyhidi.com

WORK EXPERIENCE

● UI/UX DESIGNER / LOCALIZATION MANAGER

NeocoreGames
2017-present days

Worked on

- King Arthur: Knights Tale and Legion IX
- Warhammer 40k: Inquisitor - Martyr and Prophecy and Sororitas

Responsibilities

- Leading the console tester team in the Agile methodology in Jira
- Managing the localization workflow for all translated languages
- Designing the structure of panels and creating wireframes for the graphical interfaces
- Slicing the graphical assets and building together in XML
- Drawing pictograms, icons, creating animated UI elements
- Designing, researching and creating the controller mechanism for the UI and for the active gameplay, too
- Communicating with the programmers and creating the task lists related to the UI
- Analyzing user feedbacks, writing documentations from the outcome
- Designing and producing the next-gen console features
- Creating all the PS/Xbox platform-specific meta-data and media assets

● LEAD Q&A

NeocoreGames
2015-2017

Worked on

- The Incredible Adventures of Van Helsing 1-2-3, Final Cut
- World of Van Helsing: Deathtrap

Responsibilities

- Executes Manual tests and analyzes results to ensure highest quality
- Prepares and reviews of test plans, Performance testing
- Designing and creating wireframes for the console-specific features

Achievements

- Successfully designed and implemented a monetized Pet system for Deathtrap with microtransactions which were endorsed by both the players and critics