

# PROJECT: GHOSTS OF TABOR

Ghosts of Tabor is VRs only FPS PVP and PVE survival game where you will use your wits, skills and resources to survive. Inspired by games such as Escape from Tarkov and DayZ, featuring different scenarios from scavenging to looting and crafting.

## Duration

The UI design and implementation took 8 months, with average of 40h per week

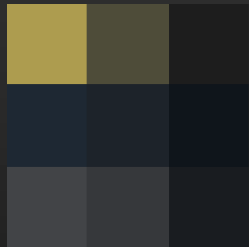
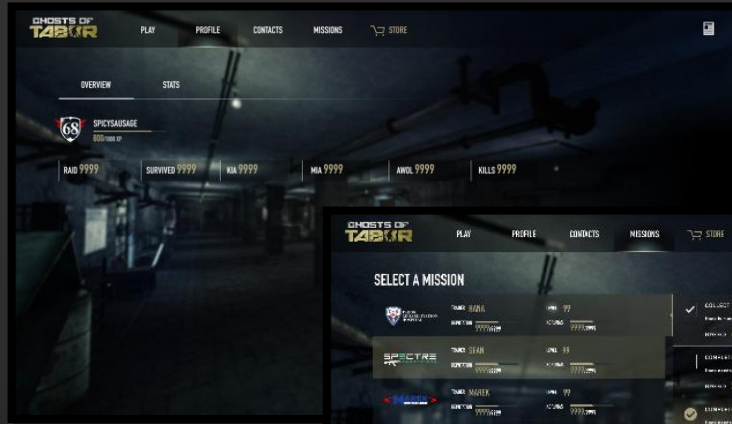
## Role

As a UI Artist I designed all screens and visual assets of interface. I also acted as UI developer implementing all features UI related.

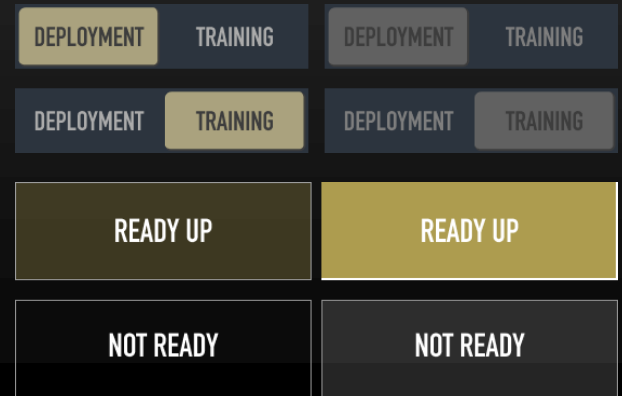
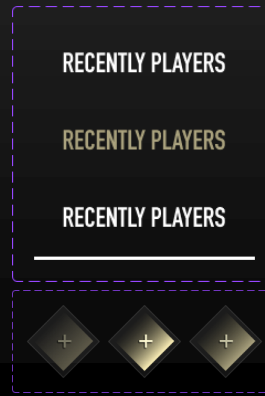
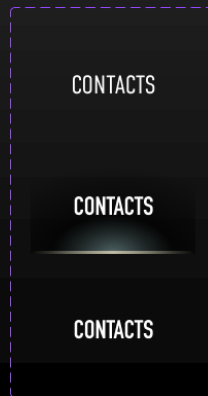
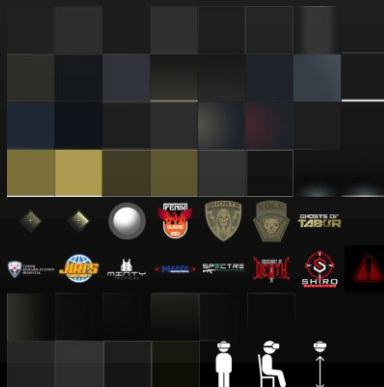


# UI / Design System

During the design process, many assets were created for the screens, such as Buttons, Icons, Cards. These elements were organized in a texture atlas for better performance.



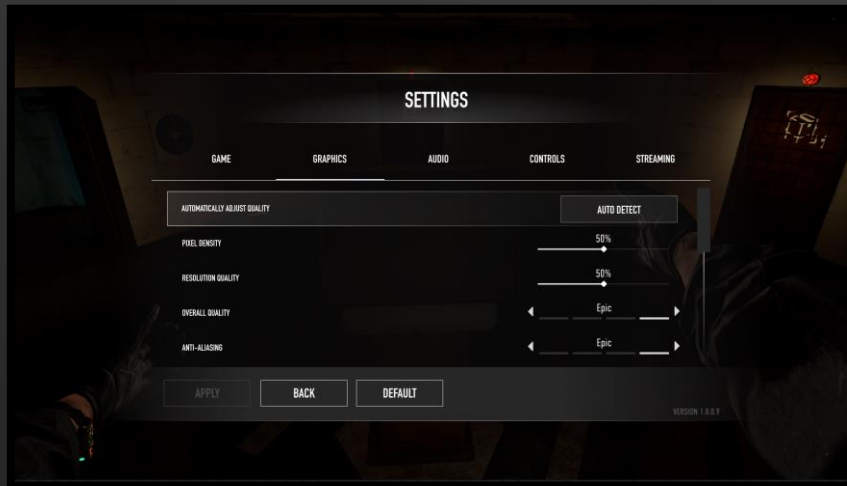
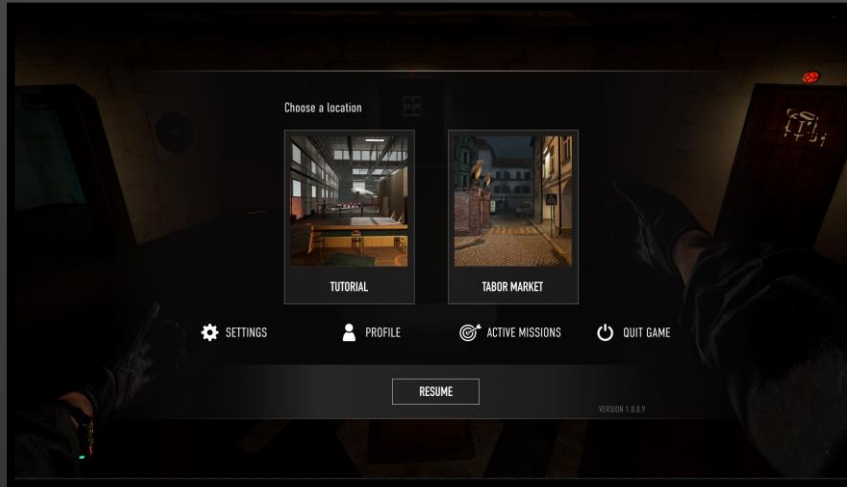
Din  
Din Condensed  
Din Condensed Light



# CHARACTER CUSTOMIZATION AND VR CALIBRATIONS



# IN GAME MENU: MISSIONS, PROFILE, SETTINGS



# STORE: BUY AND SELL ITEMS, UPGRADE BUNKER

PRODUCTS CHECKOUT

GUN	GUN ATTACHMENTS	MAGAZINE	MELEE
HANDGUN	FNS7 CALIBER 5.7X28	FNS7 CALIBER 5.7X28	FNS7 CALIBER 5.7X28
ASSAULT RIFLE			
SNIPER RIFLE			
BOLT ACTION RIFLE	OUT OF STOCK FOR 1 DAY	OWNED	REQUIRED "TRADER NAME" LEVEL 99
SUB MACHINE GUN	«		»
SHOTGUN	FNS7 CALIBER 5.7X28	FNS7 CALIBER 5.7X28	FNS7 CALIBER 5.7X28
LIGHT MACHINE GUN			
<input checked="" type="checkbox"/> LOADED MAGAZINE	REACHED LIMIT PER PURCHASE	3860 TK	3860 TK
		1/5	

PRODUCTS CHECKOUT

★ Item name 4 MAX 5 ×

Sub-Item name 5000 TK  ADD INSURANCE

★ Item name 1 MAX 5 ×

★ Item name 2 MAX 5 ×

WALLET TOTAL  INSURE ALL ITEMS

**999,000 TK** **999,999 TK** BUY

SELL ITEMS TURN IN

Item Name 4 MAX 5 RETURN

Item Name

Item Name

Item Name

Item Name

9999 TK

9999 TK

9999 TK

9999 TK

9999 TK

9999 TK

9999 TK

9999 TK

WALLET 100,000 TK

UPGRADES

ROOMS	UTILITIES		
RADIO LEVEL 1	GARDEN ROOM LEVEL 1	GENERATOR STATION LEVEL 2	GARDEN STATION LEVEL 3
<span>SEE DETAILS</span>	<span>SEE DETAILS</span>	<span>SEE DETAILS</span>	Player Level <span>999/9999</span> Jet Level <span>999/9999</span> Nano Level <span>999/9999</span> Misty Level <span>999/9999</span> Sean Level <span>999/9999</span>
25,000 TK	25,000 TK	50,000 TK	100,000 TK

« 1 OF 5 »

WALLET 100,000 TK

# END OF THE MATCH SCREENS VARIATIONS

RAID ENDED  
EXPERIENCE EARNED

TOTAL XP EARNED  
1,120 XP

4 9,999/10,000 5

SUMMARY KILL LIST EXPERIENCE

Time	Player	Weapon/Fatal Hit	Distance
00:00:00	Example Name	Moss, Headshot	420m
00:00:00	Example Name	Moss, Headshot	420m
00:00:00	Example Name	Moss, Headshot	420m

✓ SURVIVED 120 + 200 + 100 = 1120 XP

CONTINUE

EGS123a1b7cde1234b7a12345a43ac8ab SESSION123a1b7cde1234b7a12345a43ac8ab

RAID ENDED  
EXPERIENCE EARNED

TOTAL XP EARNED  
1,120 XP

4 9,999/10,000 5

SUMMARY KILL LIST EXPERIENCE

Combat	520 XP
Kills (4)	420XP
Streak (1)	100XP
Exploring	200 XP
Treatment	300 XP
Looting	100 XP

✓ SURVIVED 120 + 200 + 100 = 1120 XP

CONTINUE

EGS123a1b7cde1234b7a12345a43ac8ab SESSION123a1b7cde1234b7a12345a43ac8ab

RAID ENDED  
EARLY DEATH

TOTAL XP EARNED  
5,000

4 9,999/10,000 5

SUMMARY KILL LIST EXPERIENCE

Killed by	Username
Kill Distance	440m
Weapon Name	Moss
Ammo	7.62mm
Fatal hit	Headshot

✗ KILLED IN ACTION 120 + 200 + 100 = 5000 XP

⚠ ATTENTION YOU HAVE LOST ALL POSSESSED ITEMS UNTIL THE END OF THE RAID. Insured items can be retrieved in your trader room after 24 hours, provided they have not been used or picked up by anyone else. ⚠

CONTINUE

EGS123a1b7cde1234b7a12345a43ac8ab SESSION123a1b7cde1234b7a12345a43ac8ab

RAID ENDED  
EARLY END

✗ NOT ENOUGH TIME

⚠ ATTENTION YOU MUST STAY IN RAID FOR AT LEAST 7 MIN AND EARN EXPERIENCE. ⚠

CONTINUE

EGS123a1b7cde1234b7a12345a43ac8ab SESSION123a1b7cde1234b7a12345a43ac8ab

# PROJECT: POLKER

Polker is a cutting-edge digital NFT poker game available on the Epic Store. By combining the thrill of poker with the innovative technology of NFTs, Polker offers a unique and immersive gaming experience that stands out in the digital gaming landscape.

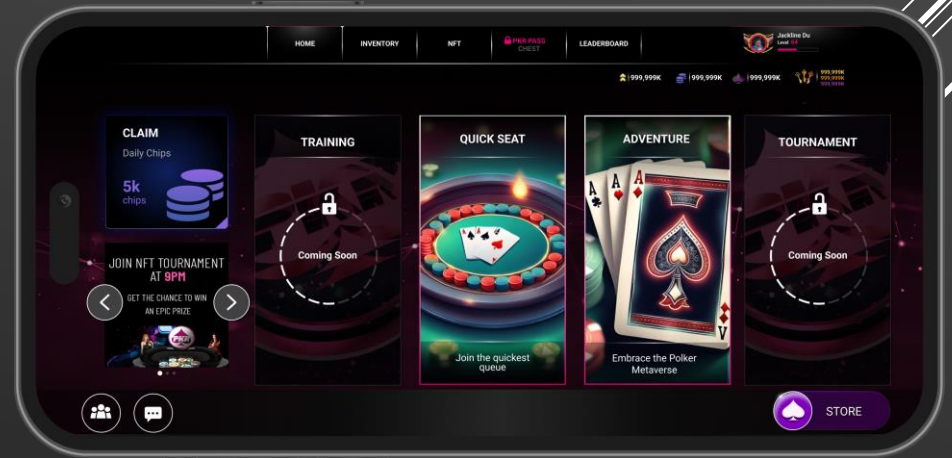
## Duration

My contribution to the Polker project spanned approximately 10 months.

## Role

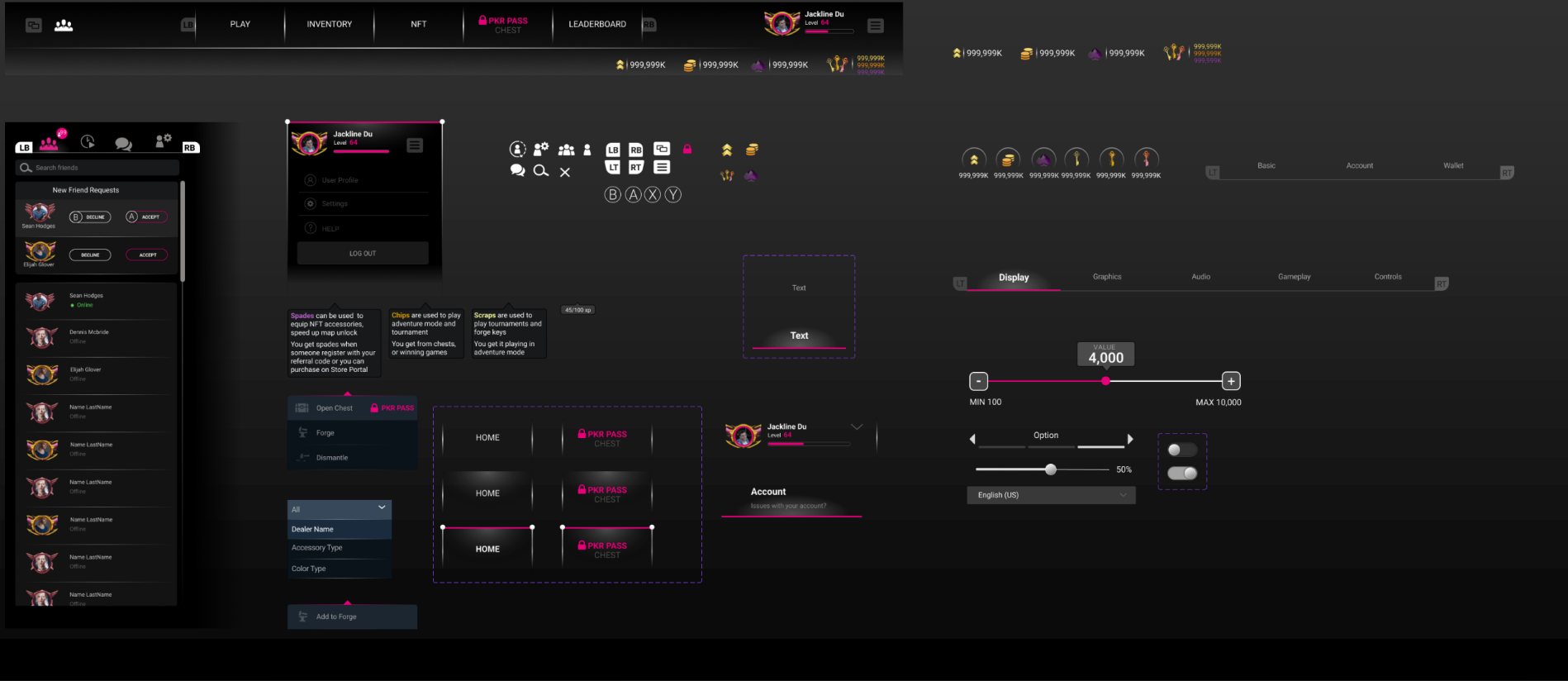
I was involved in various aspects of the game's development, including:

- **Design of User Interfaces:** I designed user interfaces for both desktop applications and mobile platforms, ensuring a seamless and engaging user experience.
- **Implementation:** I implemented these user interfaces, translating design concepts into functional and interactive elements.
- **Team Collaboration:** I collaborated with a team of designers, developers, and QA testers to conceptualize and execute innovative solutions.
- **Consistency in Design:** I maintained consistency in design elements and visual standards across multiple platforms and devices.



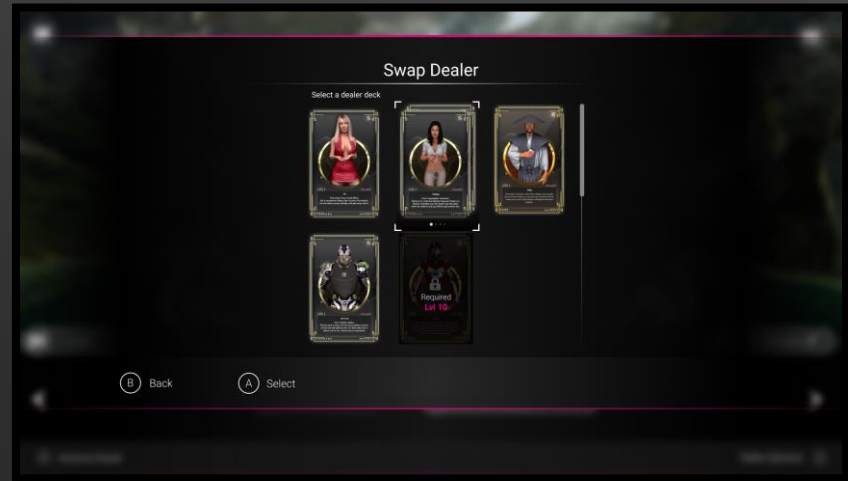
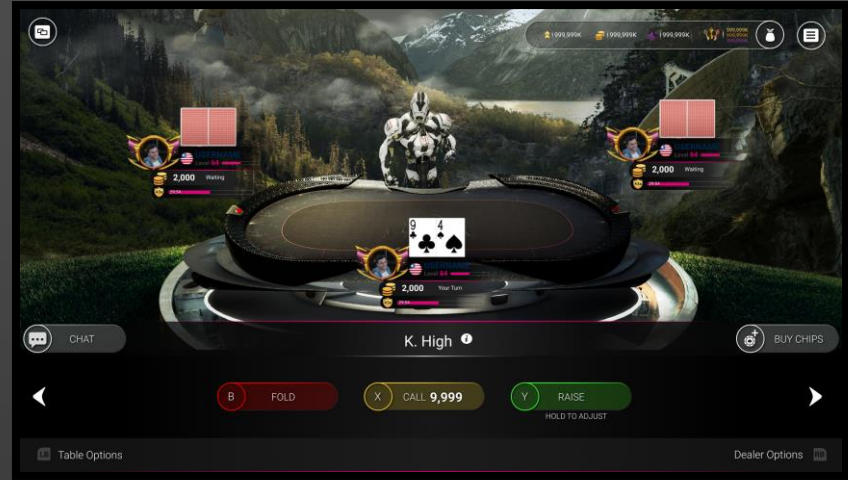
# UI / Design System

Designed and created UI/UX assets, including buttons, icons, dropdowns, and menus, focusing on intuitive interaction and visual consistency. Each element was crafted to enhance usability and align with the overall theme, ensuring a seamless user experience.

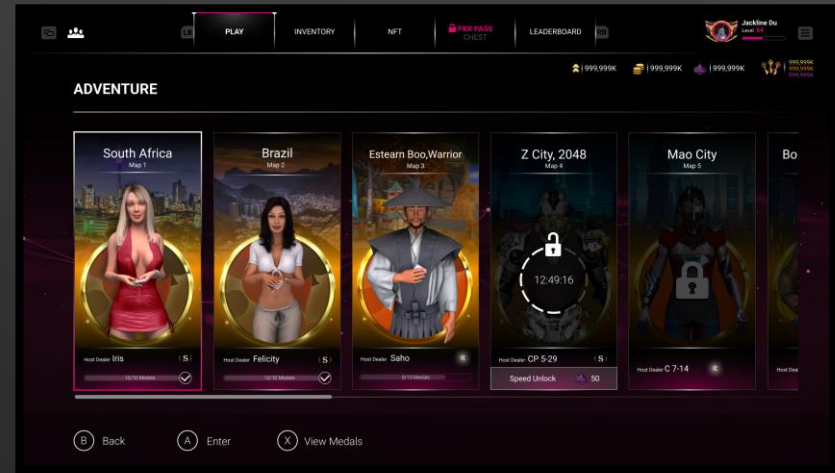
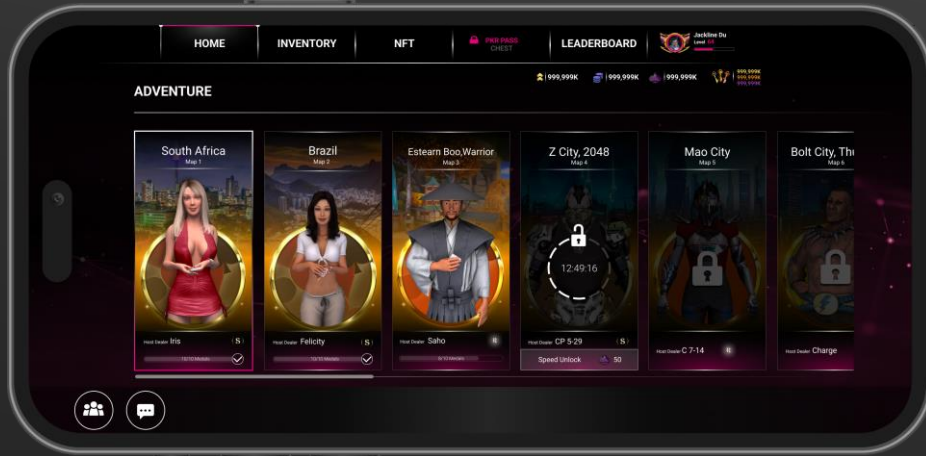
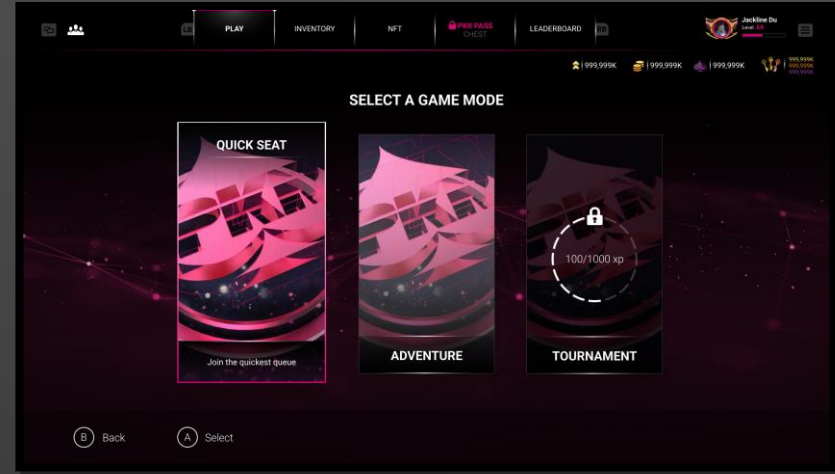
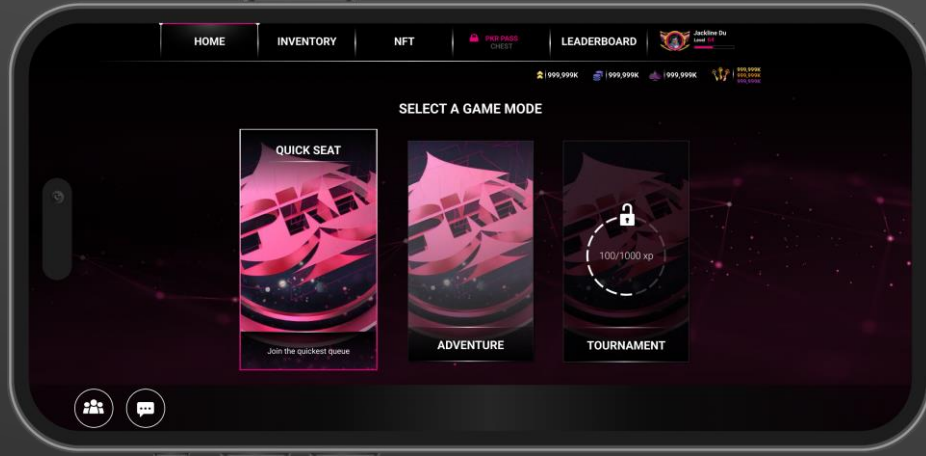




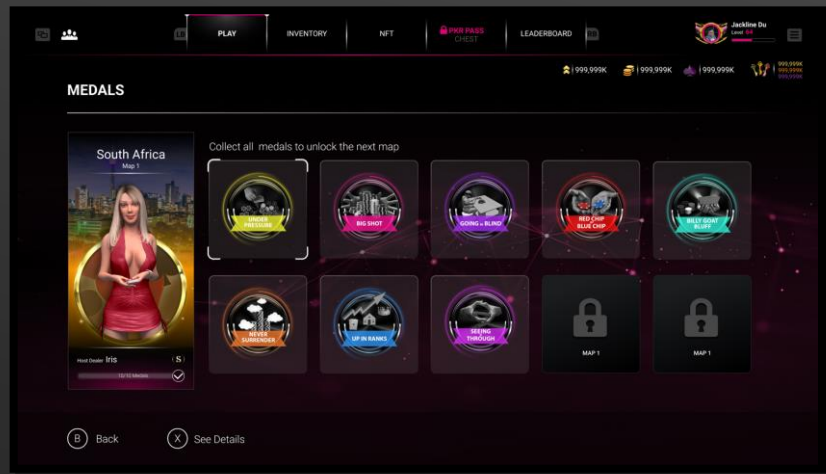
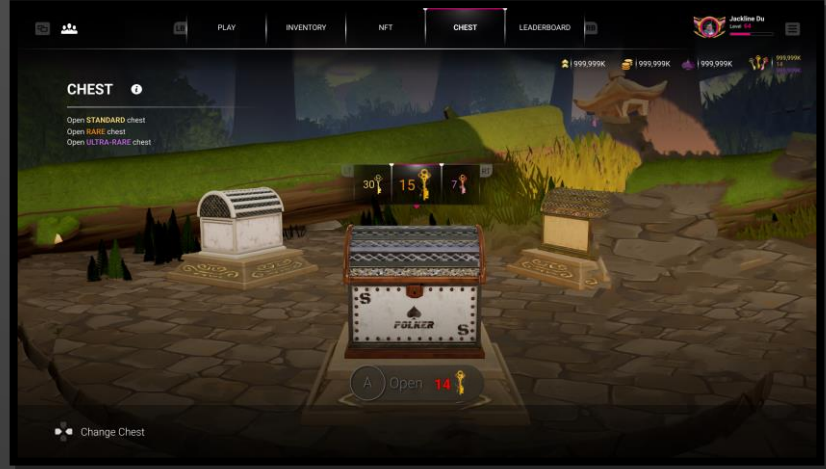
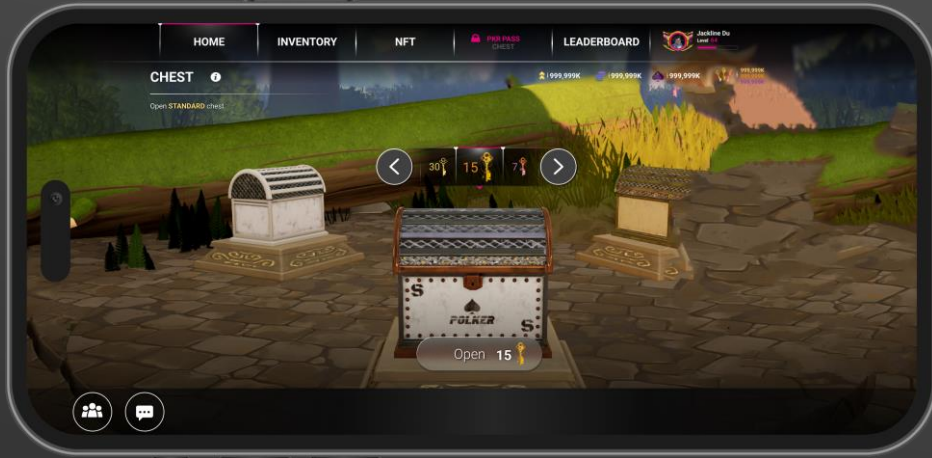
# GAMEPLAY SCREENS MOBILE AND DESKTOP



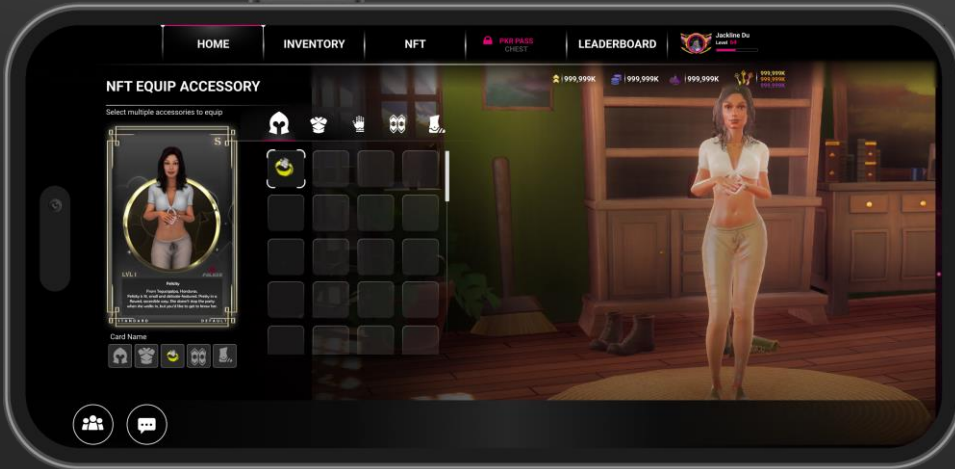
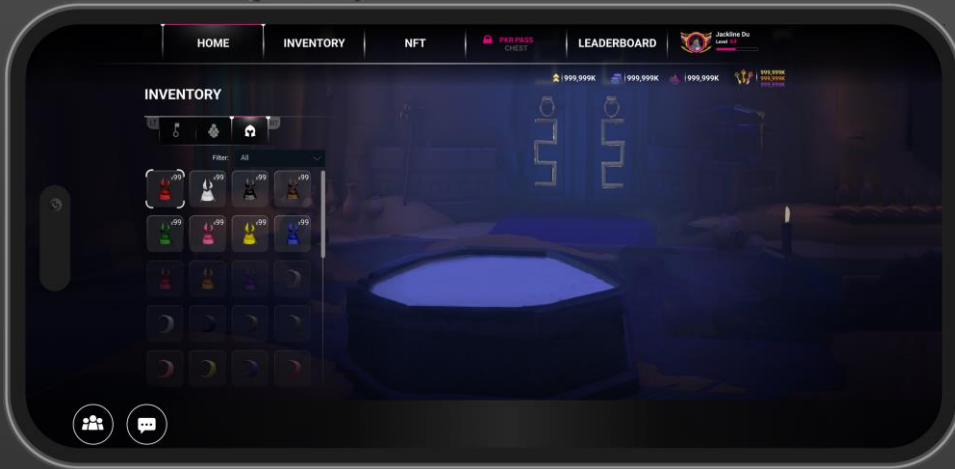
# SCREENS : MEDALS ACHIEVEMENT, INVENTORY AND NFT WARDROBE



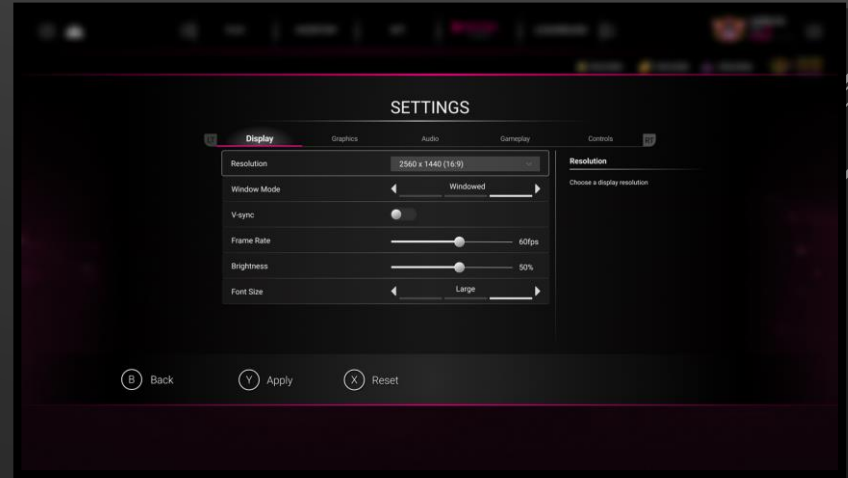
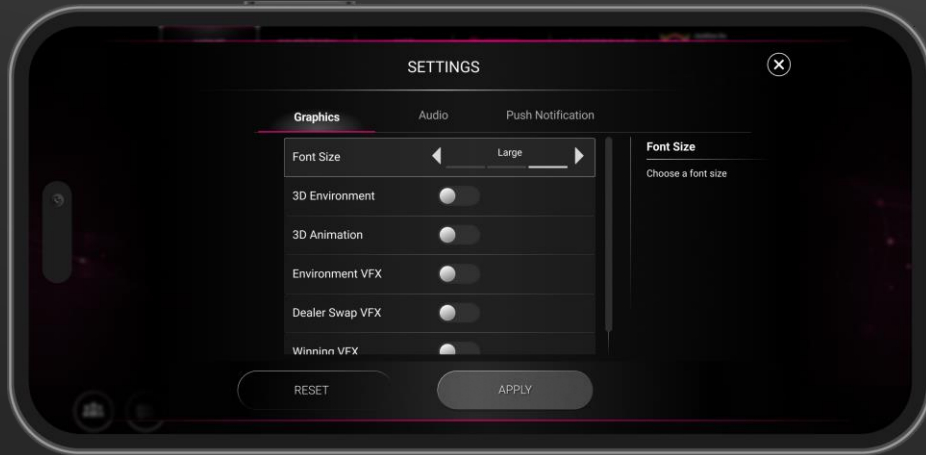
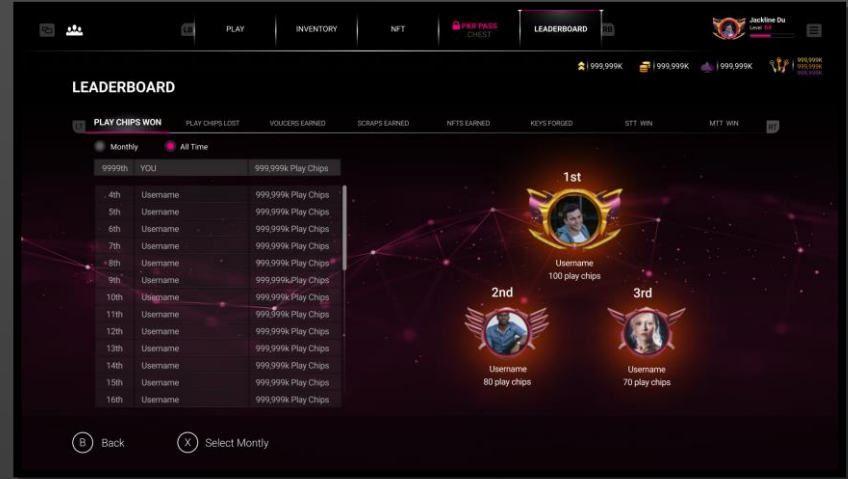
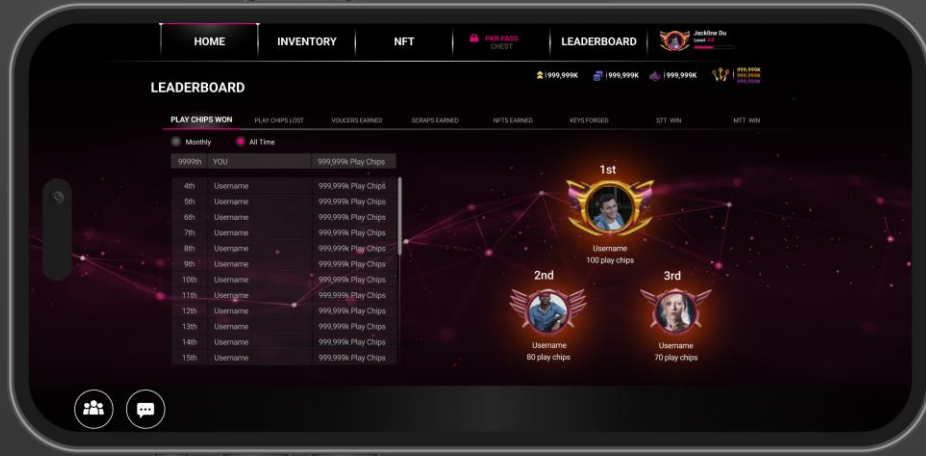
# SCREENS : MEDALS ACHIEVEMENT, INVENTORY AND NFT WARDROBE



# SCREENS : MEDALS ACHIEVEMENT, INVENTORY AND NFT WARDROBE



# SCREENS : ADVENTURE MODES, CHESTS, LEADERBOARD AND SETTINGS



# PROJECT: KALYSKAH

Kalyskah is a digital action role-playing game (ARPG) set in a dark fantasy world. The game blends dynamic combat, rich exploration, and narrative-driven gameplay. It stands out for its mature content, targeting an adult audience with its intricate romance options and complex character interactions. Currently early access on Steam.

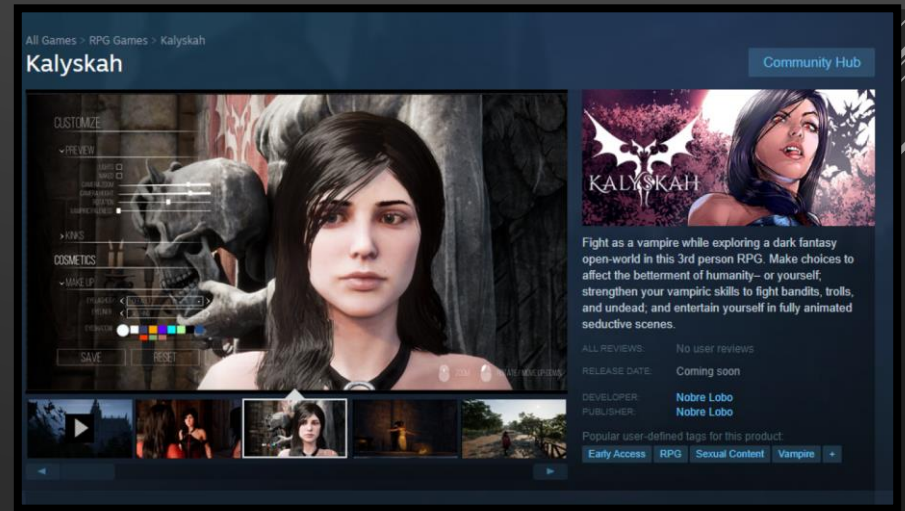
## Duration

My contribution to the game spanned a period of 1 year and 5 months.

## Role

As Unreal developer my responsibilities included designing and implementing user interfaces that enhance the player's experience.

- **Design of User Interfaces:** I designed user interfaces for desktop application.
- **Implementation:** I implemented these user interfaces, translating design concepts into functional and interactive elements.



# SCREENS : MAIN MENU, INVENTORY AND CHESTS



# SCREENS : SKILL SYSTEM, QUESTS AND SETTINGS





# THANK YOU!

I appreciate your time reviewing my UI/UX samples.  
For any inquiries or collaboration opportunities, please  
feel free to reach out in any of those platforms:

[Linkedin](#)

[Website](#)

[Behance](#)

alcneiva@gmail.com

