

Almog Hamdi

Product Designer - UX/UI

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Professional Summary

Product Designer with 6+ years of experience in UX/UI, specializing in mobile gaming and digital products.

Creative, collaborative, and self-driven, with a big-picture mindset and a strong ability to solve problems, connect people, and move projects from concept to implementation.

Education

Bachelor's Degree (B.Ed.Des) in Visual Communication
The NB Academy of Design, Haifa, Israel
October 2017 – July 2021

Experience

UX/UI Product Designer Playtika, Herzliya, Israel | 2020 – 2025

- Owned the UX/UI design of features for casual mobile games, from initial concept through final implementation.
- Designed and refined user flows, interfaces, and player-facing experiences.
- Served as a design gatekeeper for new features, ensuring usability, visual quality, and consistency.
- Worked closely with product, game design, art, and development teams throughout the design process.
- Created polished visual assets and interfaces aligned with the game’s existing visual language.

UX/UI & Creative Lead Mega Bonanza Studio | November 2025 – June 2026

- Led the UX/UI and creative direction of a sweepstakes-based digital product.
- Defined the product’s visual language, UX/UI standards, and overall design direction.
- Designed key product experiences, user flows, and interfaces from concept through implementation.
- Led and supported the design team, ensuring consistency, quality, and alignment across the product.
- Collaborated closely with product and development teams to solve design challenges and move initiatives forward.

Senior UX/UI Designer Pixel Pie | June 2026 – Present

- Own the UX/UI design of features for a casual PvP mobile game, from early concepts through implementation.
- Translate product and game requirements into clear user flows, intuitive interfaces, and engaging player experiences.
- Work closely with product, game design, art, and development to identify challenges, solve design problems, and move features forward.
- Maintain a consistent and polished player experience across new and existing features.

Skills

DESIGN

- UX/UI Design
- User Flows & Wireframes
- Visual Design
- Motion Graphics
- Illustration
- Animations

TOOLS

- Figma
- Photoshop
- Illustrator
- After Effects

PRODUCT & COLLABORATION

- Product Thinking
- Problem Solving
- Design Ownership
- Cross-functional Collaboration
- Creative Thinking

AI & CREATIVE

- AI-Assisted Design
- Concept Exploration
- Visual Language Development
- Image & Video Generation