

Creative UX/UI Designer

**Karsten Klewer**

About Me

My name is Karsten Klewer, and I am a seasoned UX/UI Designer with a keen focus on user experience and a relentless passion for perfection. With 19 years of experience, I specialize in crafting user-friendly UX/UI designs, creating prototypes, and developing visually appealing UI visuals and HUDs for computer games. My extensive background has equipped me with a deep understanding of how to enhance user interaction and create immersive experiences that engage and delight users. As a collaborative team player, I thrive in dynamic environments and am always eager to take on new challenges that push the boundaries of creativity and innovation.

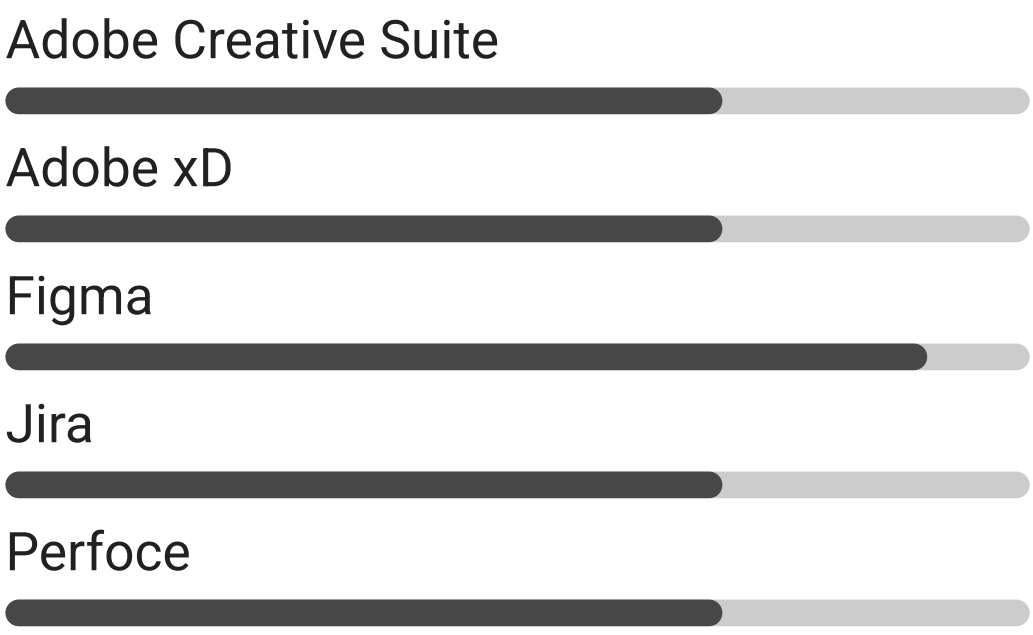
Contact Information

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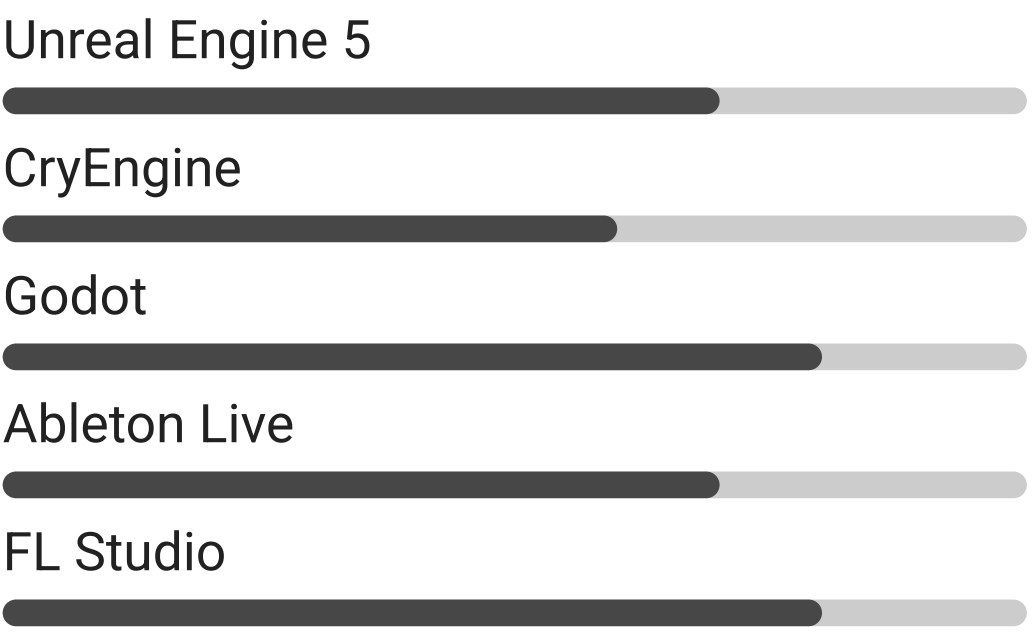
Personal Information

Date of Birth: 20.November 1979  
Place of Birth: Wiesbaden  
Citizenship: German  
Visa Status: Married  
Childs: 1 Daughter, 1 Son  
Sex: Male

Software Knowledge



Software Knowledge



Skills

- Building and using design systems
- Create UX wireframes in all fidelities
- Building interactive prototypes
- Create UX guidelines
- User Testing and UX Research
- Visual Scripting (Unreal Engine 5)

Hobbies

- Quality Time with my family
- Playing computer games
- Songwriting and producing
- Learning and development

## Projects and Work Experience



### Gunzilla GmbH

Senior UX/UI Designer  
*Off the Grid*

2024 - 2025   PC   Xbox   Playstation

*As the dedicated UX/UI designer on the HUD side for Off the Grid, I was responsible for translating complex gameplay systems into clear, intuitive, and immersive HUD experiences that support player engagement within our cyberpunk battle-royale world. My focus is on maintaining clarity and usability without breaking immersion, ensuring that the interface complements the fast-paced, atmospheric nature of the game.*

*I collaborate closely with game design, UI art, and engineering teams, owning the end-to-end HUD workflow. From initial concept and wireframing to final implementation and documentation. This includes creating detailed user flows that map out player interactions, defining UX behaviors, and maintaining consistency across all HUD elements. In addition to designing user flows, I also create custom iconography and visual elements, ensuring they align with the game's visual identity and functional needs.*



### DICE (Electronic Arts)

Lead Technical UI Designer  
*Battlefield 6*

2024 - 2024   PC   Xbox   Playstation

*Managing a team responsible for implementing features in the game that align with gameplay objectives, accessibility, and technical standards. Collaborating with engineers, scripters, UX designers, and UI artists to ensure cohesive feature integration. Coordinating with development directors to estimate and prioritize tasks effectively.*

*I held regular one-on-one meetings with team members and interns to maintain open communication, address any concerns, and proactively identify potential blockers.*



### Crytek GmbH

Lead UX  
*Hunt:Showdown*

2019 - 2024   PC   Xbox   Playstation

*Leading and managing a team of UX designers to develop the game's menus and HUD UI, with a strong emphasis on scalability, multi-platform compatibility, and accessibility. Collaborated closely with our UX researcher to ensure the UI is tested by the appropriate audience. Personally created designs using Figma, and developed UI components with Visual Script and Adobe Flash.*

*Managing the UX design team's workload and task assignments based on project priorities and milestones. Conducting regular review and feedback sessions to support continuous improvement. Introduced weekly collaborative design sessions, which my team and I greatly enjoy.*



## Projects and Work Experience

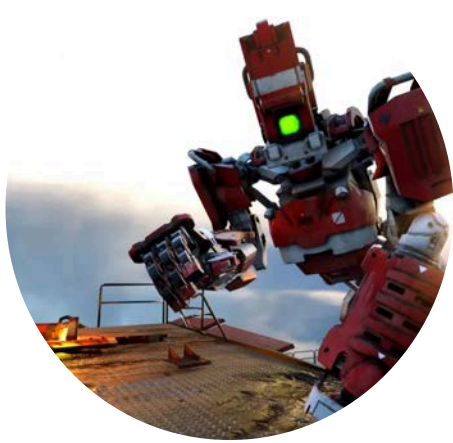


### Crytek GmbH

Lead UX / UI Designer  
*The Climb 2 (VR)*

2018 - 2019    PC

*As the lead for the visual direction of the entire user interface, I was responsible for shaping the overall aesthetic and interaction design for an immersive spatial VR experience. From the initial concept phase, I created early-stage design explorations and progressed through to the final implementation of the UI within the software. I developed comprehensive style guides and interactive prototypes to ensure a cohesive visual language and intuitive user experience across all interface elements. My role also involved designing panels, icons, and other UI components tailored specifically to the unique requirements and challenges of virtual reality environments—such as spatial depth, legibility, and user comfort. Maintaining visual consistency across all assets was a key focus, ensuring that the interface felt integrated and immersive within the 3D world.*



### Crytek GmbH

Senior UX / UI Designer  
*VRScore™ (Sky Harbor Benchmark)*

2017    PC

*From the initial concept phase through to final implementation, I was responsible for the complete design and development of the user interface for a VR benchmark project. This included the creation of 3D animated motion graphics and custom UI elements designed to enhance the immersive experience of virtual reality. Beyond visual design, I also managed the full 3D implementation of the interface, coding the interactive components using Flash and Scaleform. This involved integrating animations, optimizing performance, and ensuring seamless functionality within the VR environment. My role required a balance of creative vision and technical execution to deliver a polished and engaging user experience.*



### Crytek GmbH

Senior UX / UI Designer  
*Robinson: The Journey (VR)*

2016 - 2017    Playstation

*Worked in close collaboration with the Art Director to craft a cohesive and immersive user experience that aligned with the overall artistic vision of the project. After defining and mapping out user journeys, I translated these into visual concepts and developed interactive prototypes to bring the ideas to life. I was also responsible for implementing the in-game menu using appropriate software tools, ensuring both functionality and visual consistency. In addition to core UX/UI tasks, I designed and produced motion graphics for the user interface, including animated icons and dynamic transitions to enhance user engagement. To further enrich the in-world experience, I also created interactive mini-games that complemented the game's narrative and deepened player immersion.*





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Projects and Work Experience



Crytek GmbH

Senior UX / UI Designer  
*The Climb (VR)*

2015 - 2016    PC

*I joined The Climb team during mid-production, where I contributed to the development of additional menu designs and HUD elements to support the ongoing needs of the VR experience. Working within the established style guide and visual direction, I ensured all new interface components remained cohesive with the game's aesthetic and user experience goals.*

*My responsibilities included designing motion graphics for HUD elements, enhancing both visual appeal and usability in a VR context. Additionally, I created in-world UI elements, interface components placed directly within the 3D environment to maintain immersion and ensure intuitive interaction for players within the virtual space.*



Crytek GmbH

Senior UX / UI Designer  
*Ryse: The Son of Rome (XBox One Exclusive)*

2014 - 2015    Xbox

*I joined the Ryse development team during mid-production, where I played a key role in expanding and refining the game's user interface. My contributions included designing additional menus and reworking existing HUD elements to improve usability and visual coherence.*

*I was involved throughout the entire design process, from initial concept development to final implementation. Ensuring that all UI components aligned with the game's visual identity and supported the overall player experience. Additionally, I created motion graphics for various HUD elements, bringing dynamic visual feedback and polish to the in-game interface.*



Crytek GmbH

Senior UX / UI Designer  
*Warface*

2013 - 2014    PC

*Collaborated closely with UI artists and worked hand-in-hand with the Art Director to define the visual guidelines and overall style for the front-end menus, as well as to establish a cohesive new HUD UI direction. This involved developing a consistent visual language that aligned with the game's tone and artistic vision.*

*I designed a variety of HUD elements tailored to different game modes, ensuring each interface supported specific gameplay needs while remaining visually consistent with the newly established style. My work focused on balancing functionality with aesthetics to deliver a seamless and immersive user experience.*





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Projects and Work Experience



Crytek GmbH

Senior UX/UI Designer  
Crysis 3

2011 - 2013

PC

XBox

Playstation

I was responsible for developing the complete UX for both the menus and HUD, working closely with the Art Director to define and establish a cohesive visual style that aligned with the overall game vision. This included designing intuitive navigation flows, user interactions, and visual hierarchies that supported player needs across various gameplay scenarios.

In collaboration with UI developers, I created and implemented a wide range of UI components and animations, ensuring smooth integration and functionality within the game engine. I also conceptualized and set up a custom 3D environment for the menu system, enhancing immersion and visual continuity from gameplay to interface.

Additionally, I designed motion graphics for loading screens and key UI elements, adding dynamic visual feedback and a polished layer of detail to the overall user experience.



Crytek GmbH

UX/UI Designer  
Crysis 2

2009 - 2011

PC

XBox

Playstation

I led the end-to-end UX development for both the menus and HUD, collaborating closely with the Art Director to define a cohesive and immersive visual style. From early concept to final implementation, my role involved designing intuitive interfaces that aligned with the game's creative vision and supported seamless player interaction.

One of the core innovations I contributed was prototyping a fully 3D HUD, projected onto planes positioned in front of the player camera. This approach added a heightened sense of immersion. Working alongside coders and rendering engineers, we optimized the system to ensure high performance, achieving a visually rich yet lightweight HUD ready for production.

I created motion graphics for key UI elements and loading screens, adding dynamic feedback and a polished visual layer to enhance the overall player experience.



Crytek GmbH

Senior UX/UI Designer  
Crysis Warhead

2008 - 2009

PC

As a continuation of Crysis 1, we retained much of the existing UX structure for the menus and HUD to ensure consistency across titles. My focus was on expanding and adapting the interface for Crysis Warhead, where I collaborated closely with UI developers to design and implement game-specific UI components tailored to the new content and gameplay mechanics.

This included creating additional HUD elements and menu interfaces that integrated seamlessly with the established design system, while still reflecting the unique tone and requirements of Warhead.



## Projects and Work Experience



### Crytek GmbH

Junior UX/UI Designer  
*Crysis*

2006 - 2008

PC

*For my first project in the gaming industry, I was responsible for both the UX and UI art for the game's menus and HUD. Working closely with the Creative Director and Art Director, I helped establish the overall visual style and interaction design, ensuring a cohesive and engaging user experience.*

*I collaborated with UI developers to design, build, and implement functional UI components that aligned with the game's aesthetic and gameplay needs. Additionally, I created motion design for the menus, adding dynamic transitions and animations to enhance the visual flow and user engagement.*



### Freelance

Web Designer / UI Design  
*Multiple Projects*

2004 - 2006

PC

*Designed and developed 3D-styled animated websites using Flash/ActionScript, incorporating 3D models and animations created in 3D Studio Max. My work included building dynamic, visually engaging web experiences that pushed the boundaries of interactivity at the time.*

*I also created custom Flash-based portfolios and interactive components such as music and video players, blending functionality with immersive motion design to deliver engaging user experiences.*



### Media Markt

Technical Seller  
*Computer Hard- and Software*

2003 - 2004

*Provided technical guidance on computer hardware for both home and business use, helping customers make informed purchasing decisions. Assisted users in diagnosing and resolving software issues, ensuring reliable and efficient system performance.*



### Atelco Computer

Technical Repair and Service Worker  
*Computer Hard- and Software*

2002 - 2003

*Provided technical advice on computer hardware tailored for home users and small businesses. Assisted customers in troubleshooting software issues and offered practical solutions. Additionally, I assembled custom computers from individual components based on specific customer requirements, ensuring optimal performance and usability.*



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Projects and Work Experience



Dr. Horst-Schmidt-Kliniken

Second Level Support (Civil Service)  
*Computer Hard- and Software*

2001 - 2002

*I was responsible for troubleshooting and resolving computer and peripheral issues within a hospital environment. My duties included replacing outdated hardware, performing full system reinstalls, installing software on new machines, and configuring network settings to ensure seamless integration within the hospital's IT infrastructure.*



Suppes GmbH

Apprenticeship as a Retail Salesperson  
*Computer Hard- and Software*

1998 - 2001

*I completed my apprenticeship as a Retail Salesperson at a computer repair service station, where I was responsible for diagnosing and resolving issues with computers and peripherals. My tasks included performing hardware upgrades, installing software, and providing technical support. Additionally, I managed the sale of computers and accessories, combining technical expertise with customer service.*