



Anna Arzumanyan

Creative Technologist · Yerevan, Armenia

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Designer since 2012, working where product design, games and AI meet. I design interfaces, build small games in Godot, run AI-driven interactive stories, and make the tools that tie them together. A background in QA means what I ship actually works.

EXPERIENCE

Creative Technologist — Independent	Jun 2026 – present
Product and UI/UX design, game development, AI content and interactive formats.	
Manual QA & UI/UX Testing — Ciberdyne Technologies	Oct 2023 – Jun 2026
Manual testing and UI/UX validation of mobile and web products, layout checks against design, structured bug reports.	
Senior UI/UX Designer — Integral Labs	Dec 2020 – Oct 2023
Full-time until Jun 2022, then contract (hourly). UI/UX for mobile, web and web games, design systems, marketing visuals. Started the SkyLabs product work here.	
Career break (parental leave)	2015 – 2020
Occasional small freelance projects.	
UI/UX, Graphic & Game Designer — Freelance	2012 – 2015
Mobile apps, landing pages, dashboards. Phone and tablet games: game UI, 2D/3D assets, testing, publishing.	
Designer — mLab ECA	May – Sep 2012
Mobile app prototypes, mockups, branding.	

SELECTED PROJECTS

- **SkyLabs** — crypto terminal UX/UI (buy/sell, QR, KYC), brand, product films, marketing strategy
- **SkyWallet** — non-custodial wallet: transfers, onboarding, visual system
- **NAZENI** — Shopify e-commerce and visual direction
- **ORDERLY!** — restaurant Telegram mini-app, Audience Choice Award at a hackathon
- **Capy Zen Color Sorting, Capy Zen Fruits Merge, Math Zombie** — games in Godot (Color Sorting is published)
- **Interactive AI Detective** — weekly Telegram mystery game with evidence voting and an AI interrogation bot
- **Nairin** — book illustration: characters, world, cover
- **Anna Lab** — this portfolio, a walkable room built with Astro + Phaser

SKILLS

Design	Figma, design systems (components, variables, tokens), prototyping, branding
QA	manual testing, layout review, bug reporting
Games	Godot 4, Phaser, 2D/2.5D assets, Blender
AI	Claude, Gemini, Seedance, Dzine.ai, Veo, ElevenLabs, Suno, ComfyUI
Automation & bots	Telegram bots and mini-apps, n8n, Make.com, Firebase

EDUCATION & COURSES

AI Advanced — reArmenia Academy	2026
Public Speaking & Acting — Driveact	2025–2026
Game Art: environment design in Blender — Knower School	2023
UI/UX Design — Business Development Group	2016
Painting & Design — Yerevan State College of Culture	2001–2004

LANGUAGES

Russian (native), Armenian (fluent), English (B1–B2)

INTERESTS

Music, theatre and acting, true crime and detective stories.