



RAZMIG PULURIAN | GAME & UX DESIGNER

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WORK EXPERIENCE

2012 - 2018

Creative Director | [Take7 Music \(DE\)](#)

Take7 App & Website

Developed brand identity, product vision, annual strategy, and pitch material which secured annual funding from top investors (Spotify).
Developed personas, use cases, and wireframes, and prototyped interactions in collaboration with learners and music teachers.

2008 - 2012

Design Manager | [Virtuos Games \(CN\)](#)

Games: Ghost Recon / Epic Mickey 1 / Epic Mickey 2

Developed game proposals and pitch material which secured work from some of the worlds leading game companies (Disney, Ubisoft).
Co-managed, coached, and developed a 40-person design team.
Directed design for several high-profile game titles (Epic Mickey 1 & 2).

2003 - 2007

Game Designer | [Heavy Iron Studios \(US\)](#)

Games: Ratatouille / Wall-E / Incredibles 1 / Incredibles 2

Designed and prototyped playable game characters (Wall-E)
Lead a team of 6 designers to develop 12 game levels (Incredibles 2)
Designed game systems and levels (Ratatouille, Incredibles 1)



LANGUAGES

English | **Native**
Chinese | **Intermediate**
German | **Beginner**
French | **Beginner**



SKILLS

UX Design
Game Design
Prototyping
Web Development



TOOLS

Sketch App
InVision App
Origami Studio
HTML/CSS/JS/PHP