



## Andreea Bindar

Multidisciplinary Designer

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## Tools

Adobe Photoshop	Figma
Adobe Illustrator	Word, PPT
Adobe InDesign	Trello & Miro
HTML/CSS Basics	DALL-E

## Skills

Cross-functional Collaboration	User Research
Wireframes	Prototyping
Information Architecture	Design System
Usability Testing	Agile UX
User Journey	Accessibility & Inclusive Design
Infographics	User Research
	Workshops

## Other

[UX/UI Design Certificate | 2024](#)

[SFI Certificate | 2024](#)

[UX/UI: behance.net/andreea-bindar](https://www.behance.net/andreea-bindar)



[General: andreeabindar.se](https://andreeabindar.se)



## About me

I'm a Multidisciplinary Designer with a service-design and UX/UI Design lens, bringing 6+ years of user-centered design experience. I excel at translating research insights into intuitive, visually striking solutions that balance user needs with business goals. I thrive in cross-functional teams as well as individually.

## Experience

[UX/UI Designer | GAMUCATEX](#)

Jan 2025 - Present

Applying design thinking and strategic problem-solving to create user-centred experiences. Working in Scrum agile sprints alongside the game design, business, and art teams, I focus on iterative (external and internal, efficient) workflows, brand consistency, and research-backed designs for historically inspired, educational strategy games.

[Freelance Digital Designer & Artist](#)

May 2022 - Present

Crafted UI components and digital assets for branding and marketing, ensuring visual consistency and engagement. Developed 2D concept illustrations and character designs. Created digital experiences (websites, social media visuals, animations) following industry best practices. Streamlined workflows and coordinated with developers for smooth handoffs and seamless implementation.

[Research Assistant | Gothenburg University](#)

Feb 2024- Nov 2024

Worked with "Lek i Staden" and "Hephaestus Craft" European research projects, conducted user research to understand behaviour in urban environments, translating insights into actionable design concepts in a playful way. Collaborated with multidisciplinary teams to develop data-driven strategies enhancing user experience in public spaces. Documenting and transcribing audio.

## Education

[Master of Fine Arts \(MFA\) Design | 2023](#)

Gothenburg University - Design with Specialization in Embedded Design

[Bachelor of Fine Arts \(BFA\) Design | 2021](#)

Linnaeus University - Design with Specialization in Visual Communication + Change