



# Gu Qiankuan

## UI/UX Designer

Driven UI/UX Designer with a 3.6 GPA, passionate about intuitive user experiences and striking visual design. From building comprehensive UI components to designing engaging 2D game assets, I specialize in turning complex problems into polished, user-centric solutions.

### Skills

Prototyping  
Wireframing  
Illustration  
Branding  
2D Game Art

### Tools

Figma  
Adobe PS  
Adobe AI  
Sketch  
Unity

### Languages

Native: Chinese  
Conversational: English

### Contact

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Selangor, Malaysia

## Work Experience

- **Freelance UI/UX Designer**  
Remote  
Jan 2025 - Present
- **Game Asset Designer**  
2D Game Project  
2025
- **UI/UX Design Intern**  
[interlaixin ]  
Aug 2025 - Oct 2025

### Freelance UI/UX Designer

Worked as a self-employed designer during university studies, accepting online commissions  
Delivered visual assets, UI layouts, and game art for various clients  
Managed client communications and project deadlines independently

### UI/UX Design Intern

Created high-fidelity interface mockups using Figma  
Built and maintained design system components to ensure UI consistency  
Collaborated with the design team to refine user experiences

### 2D Game Development Project

Co-developed a 2D game with friends  
Responsible for all visual assets, character design (using PS/AI), and game scene setup in Unity

## Education

- **Major in UI/UX Design**  
Taylor's University  
Expected Graduation: December 2026

Check out  
my portfolio

QR  
Code