



Eli Stergiouli

2D Game Artist

UI Designer, Illustrator & Animator

Profile

Innovative and versatile, with 5 years of experience in the games sector. Worked with dozens of game studios and shipped a wide range of titles. Comfortable collaborating and iterating within diverse teams, including in leadership roles that demand creativity, initiative, and strong interpersonal skills.

Highly experienced in seamlessly integrating into established environments, pipelines and art styles. Familiar with collaboration tools such as Jira and Git. Efficient and organised, with the ability to work in agile frameworks and follow proper review cycles.

Work Experience

Dream Hopper Games Dec 2020 - Present Freelance 2D Game Artist, UI designer & Animator

Worked with dozens of clients in a wide range of game titles. As a UI/UX designer, a consultant, an Artist lead directing the artistic vision, an animator for characters, enemies, backgrounds and UI elements. I have designed in multiple art styles, genres, for small to big & complex games, from desktop to mobile. Below I have listed several highlights.

Unify Jan 2018 - Nov 2018 Graphic design Internship

Worked in a team of designers & was tasked to vectorize by hand over 300+ icons.

Project Highlights

2D Art UI/UX Animations

Platformer Puzzle

Transmogrify by Odyssey Entertainment

Released - 2023

Hired in the final development phase to finalize all the art, UI, and animations. Recreated inconsistent assets and produced all remaining visuals to ensure a cohesive, release-ready experience.

2D Art UI/UX Key Art

Casual Puzzle

Tile Trials by Zazaloo Games

Coming Soon - April 2026

Designed all game art, including UI/UX and key visuals, with strategic consideration of audience, genre, and platform requirements.

Contact

eli@dreamhopper.games

+32456763899

Antwerp, Belgium

Skills & Tools

- **UI/UX design** using Figma, Adobe suite & Affinity Designer.
- **Skeletal animations** with Spine2D.
- **Marketing graphics** such as banners, steam capsule art & animated ads.
- **Game engines** such as the Unreal engine, Unity and Godot.
- **Environmental art**, tilesets, illustrations, modular assets.
- **Strong grasp of** color theory, composition & visual hierarchy.
- **Pixel art & animations**
- **Concept art & Character design.**
- **Front end development;** HTML, CSS.
- **Video Editing** using Davinci Resolve.

Education

- **Associate's degree**
Software Engineer (Multimedia / Web Designer-Developer / Video games) - Completed in 2018.
- **UX workshop**
Service Design Basics Training workshop - DT design thinkers Greece
- **Languages:**
English: Fluent (Level C2)
Greek: Native speaker
Dutch: Beginner (Level A2)

Little locked rooms by Rio Lucci | Released - 2024

UI/UX Detective Puzzle

Served as UI Consultant. I advised on visual hierarchy and player experience and evaluated existing UI flows and proposed improvements based on UX best practices and player psychology.

Network Notation by Matchbox Games | Released - 2026

UI/UX Hacking

Redesigned key user flows to improve player comprehension and retention.

Quest Machina by Kintech | Coming soon - 2026

UI/UX Key art Animations Hacking

Designed the UI from the ground up and established the game's visual identity, including color palette, logo, game title, and all marketing assets for the Steam store page.

Rusted Sea by Meerkatapult Games | Released - 2026

2D Art UI/UX Key art Animations Action

Served as Lead Artist, defining and maintaining the project's artistic vision while mentoring and guiding junior artists. Created environment and character graphics and animations, designed the UI, and produced key art for the game store.

Titan's Battalion by Battalion games | Coming soon

2D Art Chess

Joined Titan's Battalion, an upcoming chess-variant fight club, to unify and redesign all pawn assets into a cohesive visual style. Recreated the pieces in the scalable vector format to ensure web optimization and consistency across platforms.

Re: Oedipus by Jesse | Coming soon

UI/UX 2D Art Visual Novel Tower Defence

Designed UI and in-game art inspired by the visual style of Hades and the aesthetics of ancient Greece.

Insectoids by Matthew Strittmatter | Coming soon

UI/UX 2D Art Top Down Management

Developed modular environment and character assets across two biomes, ensuring visual cohesion and reusability. Designed user-friendly menu systems with strong visual hierarchy to enhance player navigation.

Niverdia by Nesoi games | Coming soon

UI/UX 2D Art Story Rich

Niverdia is a narrative-driven pixel art adventure set in a medieval kingdom. Created high-quality visual mock-ups to establish the game's art direction and support investor presentations.

Survivors Under Siege by Klukia | Coming soon

UI/UX 2D Art Top Down Action

Designed and produced environment and character assets, including animations, optimized for a forced top-down perspective.

Botnet of Ares by Tiniuc | Coming soon

Key Art Hacking

Produced key promotional artwork for the Steam launch, highlighting the game's aesthetic and attracting the target audience.

Deep Space Armada by Nesoi games | Coming soon

Key Art Auto Battler Sci-fi

Created Steam capsule art informed by research of competitors in the genre, while also highlighting the core game loop.