

MOBILE GAME UI & VISUAL DESIGN PORTFOLIO

NEON ARCADE & PUZZLE SYSTEMS

20 COMPLETE MOBILE TITLES & END-TO-END ASSET PIPELINES

| DESIGNER PROFILE & EXPERTISE

Multidisciplinary mobile game creator and UX strategist specializing in hyper-casual arcade mechanics, thumb-zone ergonomic button layouts, glowing neon shader aesthetics, and high-conversion monetization reward loops.

UI / UX Design

Touch Ergonomics

Neon Glow Shaders

Asset Generation

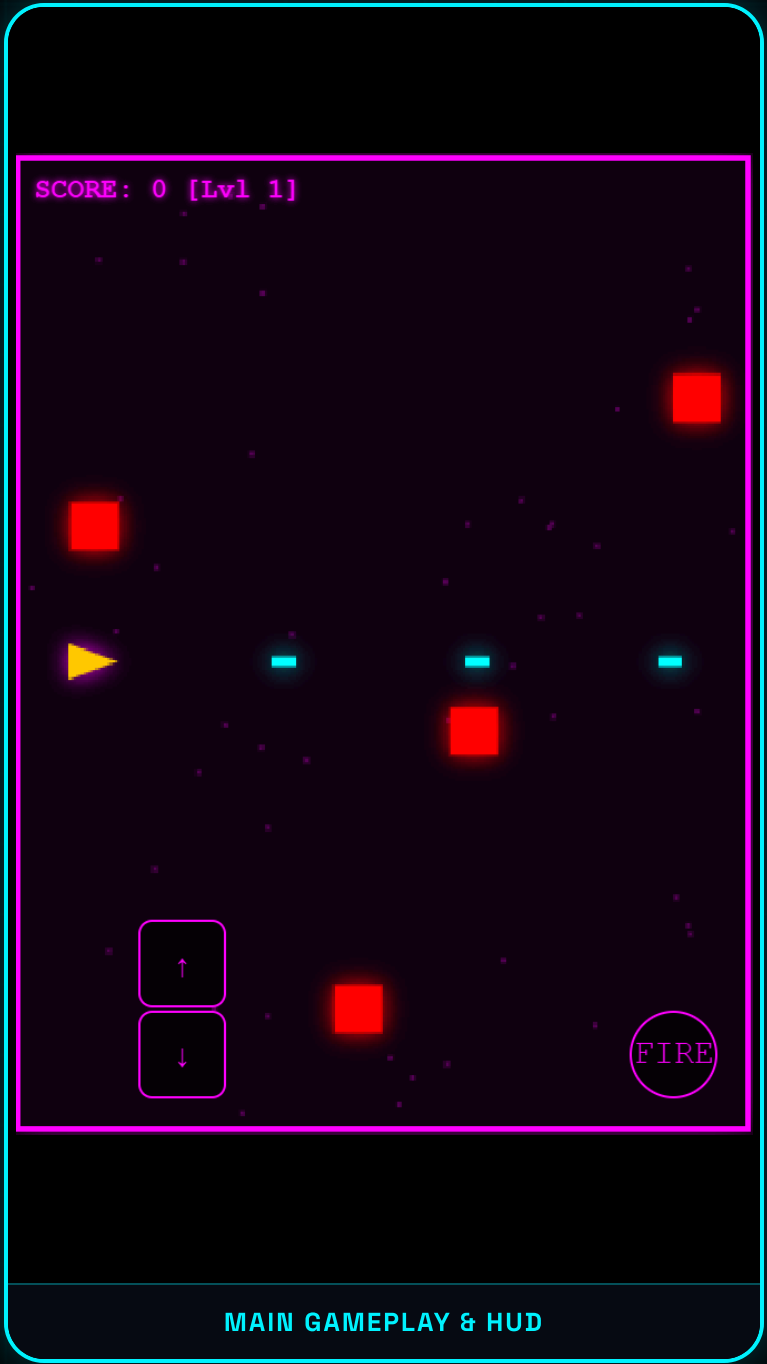
Casual Puzzle Loops

PRESENTED IN 9:16 PORTRAIT SCREEN PRESENTATION MODE

PROJECT 01: SPACE BALA

Retro Cyberpunk Vertical Arcade Shooter featuring high-luminance laser projectiles and responsive dual-thumb controls.

⚡ LIVE PLAYABLE GAME DEMO: <https://zfyrgnci.github.io/Space-Bala-mobile-game/>



VISUAL ERGONOMICS

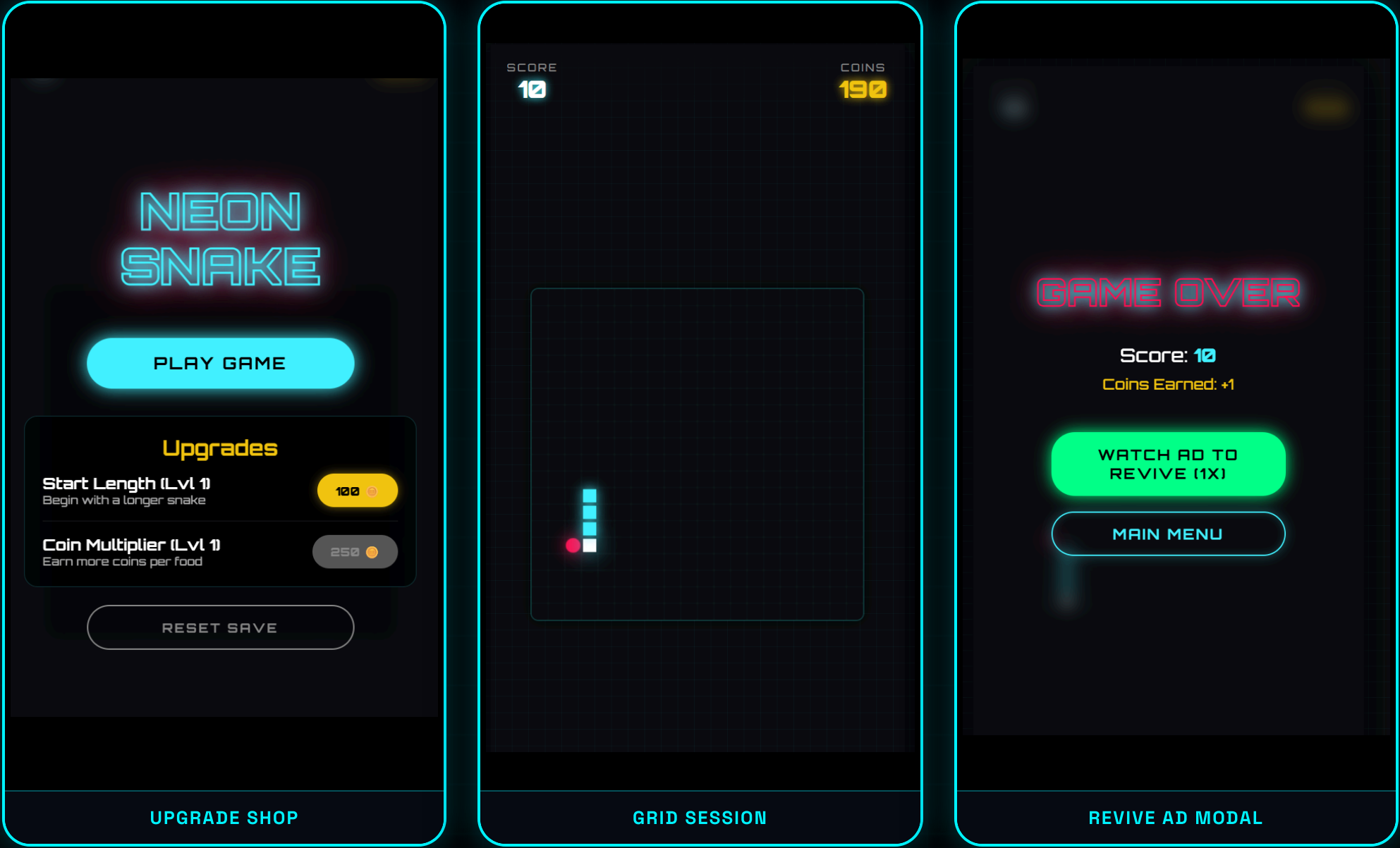
- Dual-thumb vertical layout keeping ship control isolated from incoming enemy waves.
- High-contrast cyan lasers on dark space canvas for 120Hz mobile OLED clarity.

MONETIZATION LOOP

- Instant second-chance revive ad prompt on player defeat.
- Weapon upgrade tier progression unlocked via rewarded video ads.

PROJECT 02: NEON SNAKE

High-velocity arcade remake combining classic snake loops with glowing obstacles, coin progression, and revive mechanics.



LUMINESCENT AESTHETICS

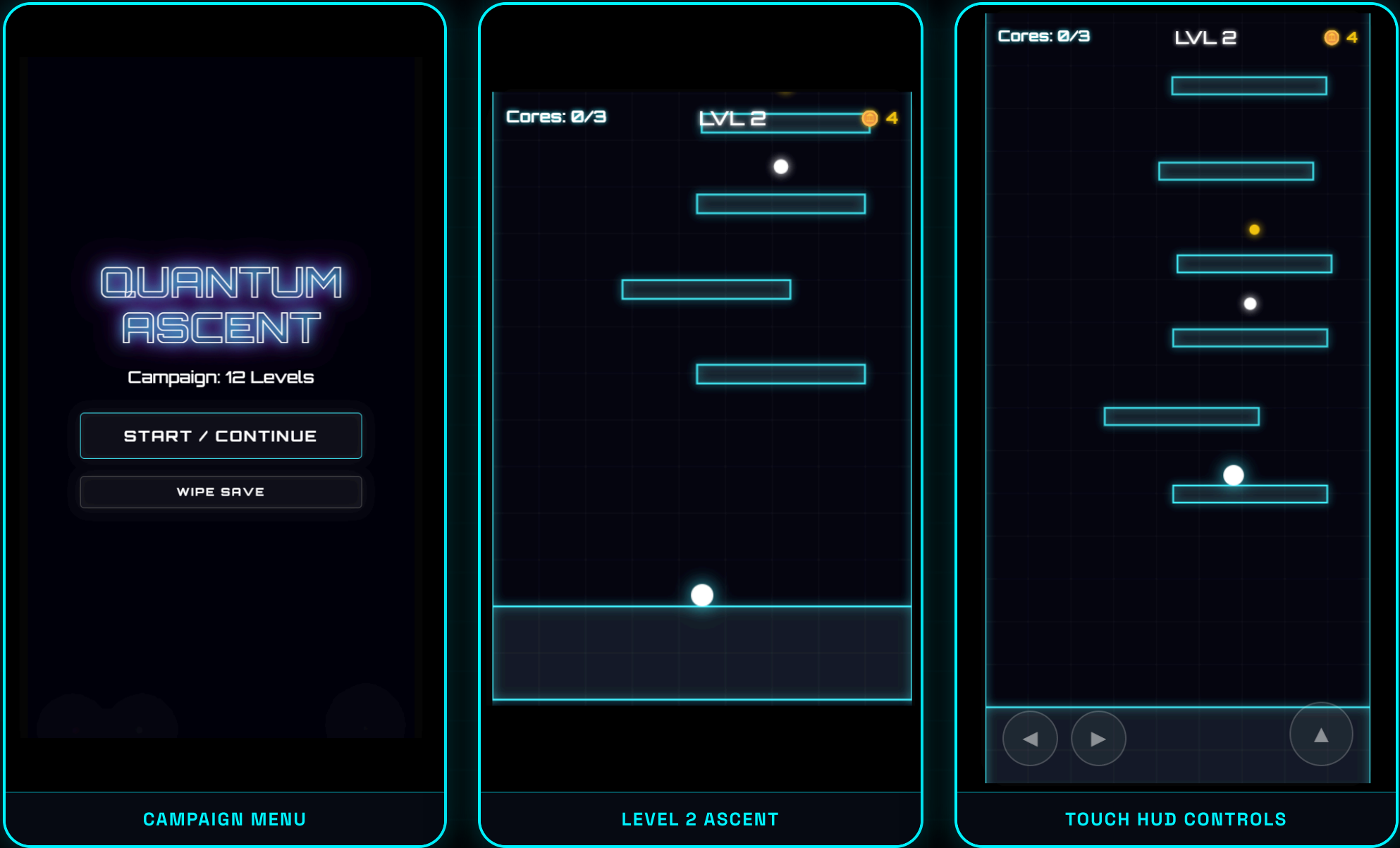
- Vibrant neon green and magenta glowing vectors against dark grid canvas.
- Swipe vector controls eliminating screen occlusion.

RETENTION DRIVERS

- Offline passive coin generation upgrade menu.
- Single-tap rewarded ad second chance placement.

PROJECT 03: QUANTUM ASCENT

Vertical physics climber featuring energy core collection, metallic platforms, and clean touch HUD controls.



3D ENVIRONMENT ART

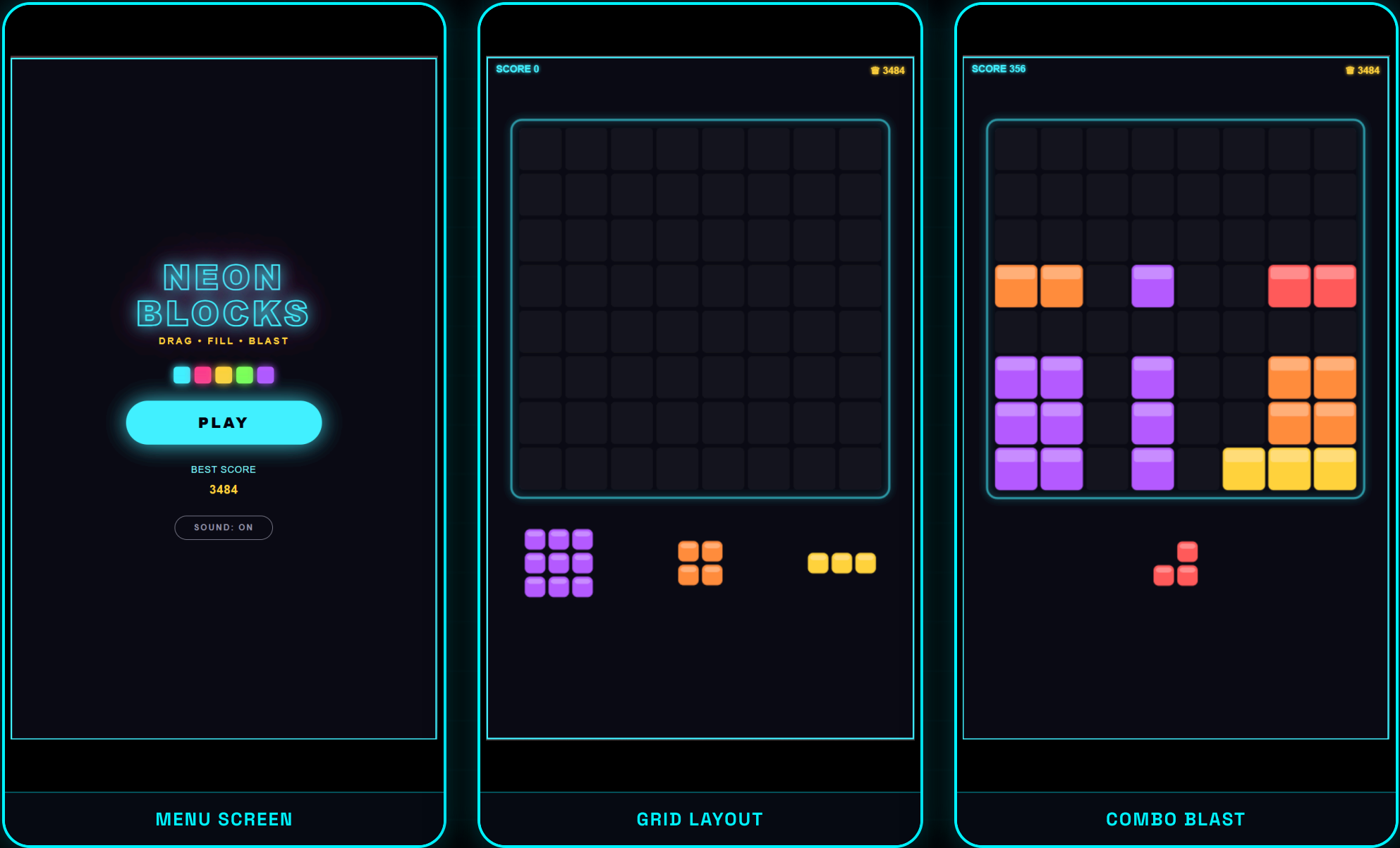
- Stylized metallic platforms with glowing energy pillars.
- Tactile virtual D-pad with visual touch pulse confirmation.

PROGRESSION LOOP

- Character blueprint gacha system unlocked through stage mastery.
- Energy refill video ad placements.

PROJECT 04: NEON BLOCKS

Grid-placement spatial puzzle featuring glowing neon block pieces, combo row blasts, and persistent score tracking.



GRID ERGONOMICS

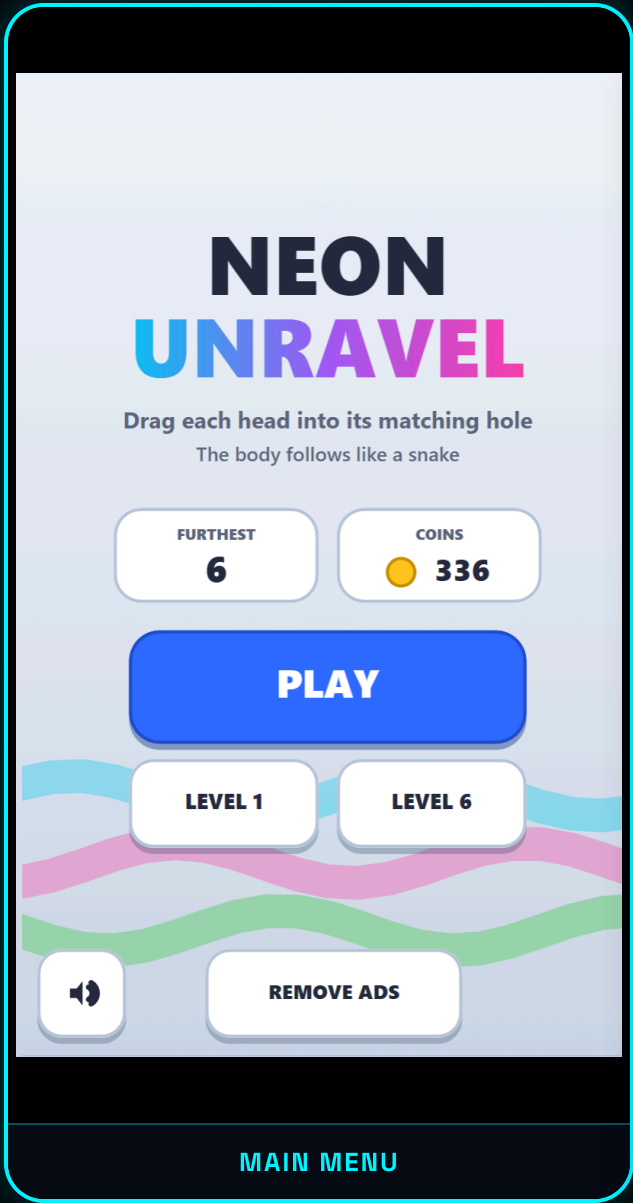
- Bottom block tray positioned within natural thumb reach.
- Snap shadow indicators prior to block finger release.

AD STRATEGY

- Rewarded video "Undo Move" button integration.
- Non-intrusive interstitial ads between round clears.

PROJECT 05: NEON UNRAVEL

Fiber-optic laser tangle puzzle requiring node dragging to resolve overlapping beam connections.



MAIN MENU



PUZZLE TANGLE



VICTORY "OUT!"

LASER FEEDBACK

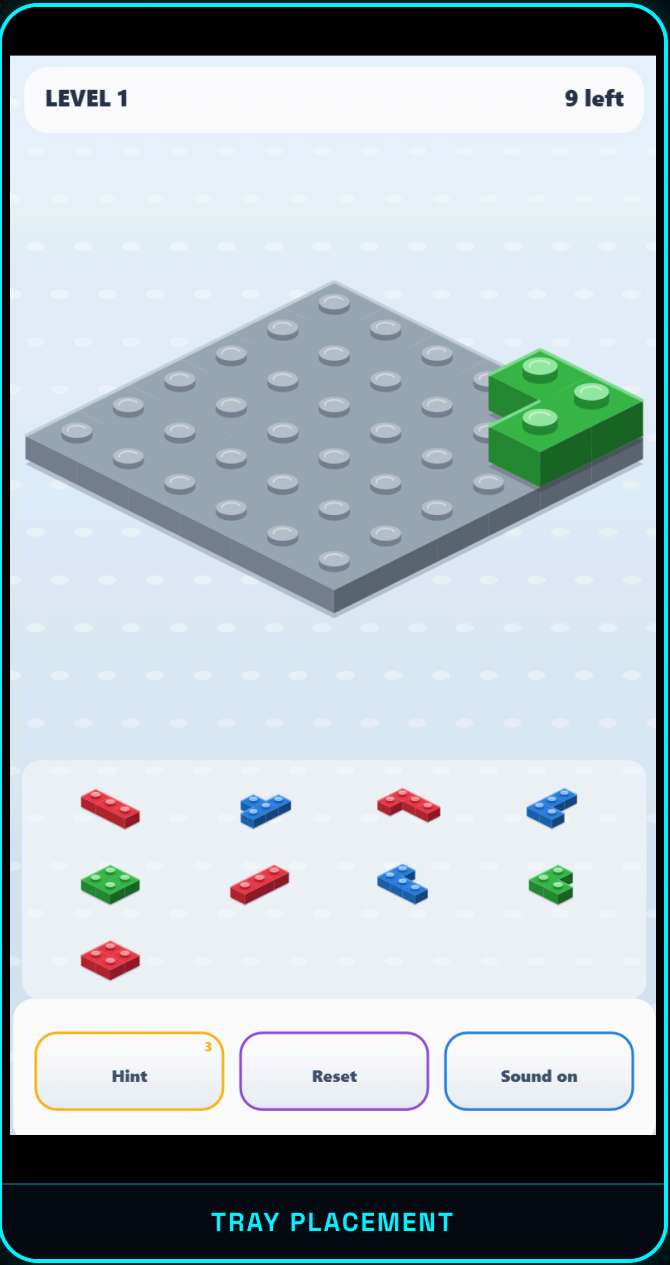
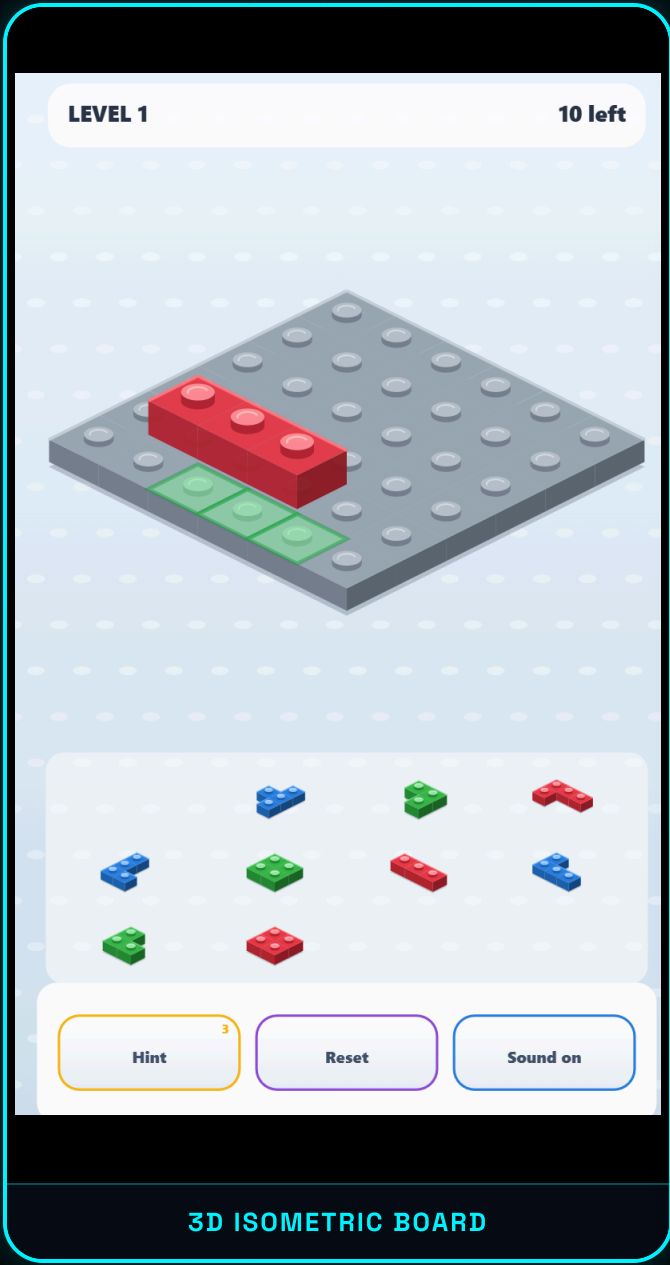
- Dynamic color shifts (Red = Intersecting, Green = Resolved).
- High-impact radial victory shine screen.

PRECISION CONTROLS

- Expanded touch padding around nodes for zero misclicks.
- Rewarded video hint system showing optimal node move.

PROJECT 06: BRICK FIT

3D Tactile Isometric Brick Tray Puzzle featuring ambient occlusion shading and piece tray sorting.



3D ASSET ART

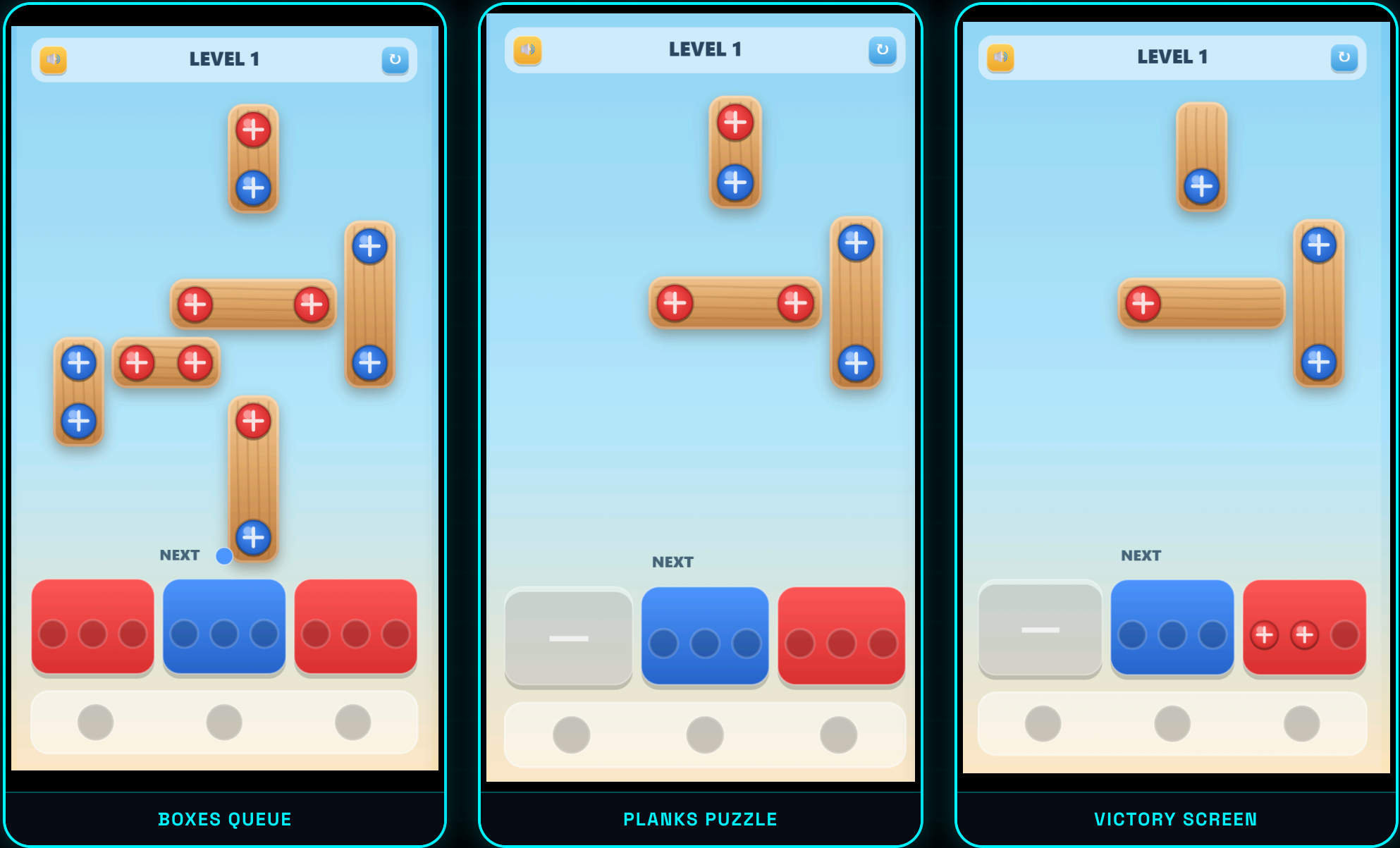
- Soft pastel isometric shading with ambient occlusion shadows.
- Color-coded brick geometry for rapid piece identification.

TRAY ERGONOMICS

- Bottom tray layout for comfortable one-handed play.
- Tray refresh button powered by rewarded video ads.

PROJECT 07: SCREW OUT

3D Mechanical Physics & Color Sorting Puzzle with tactile screws and realistic plank drops.



MATERIAL PHYSICS

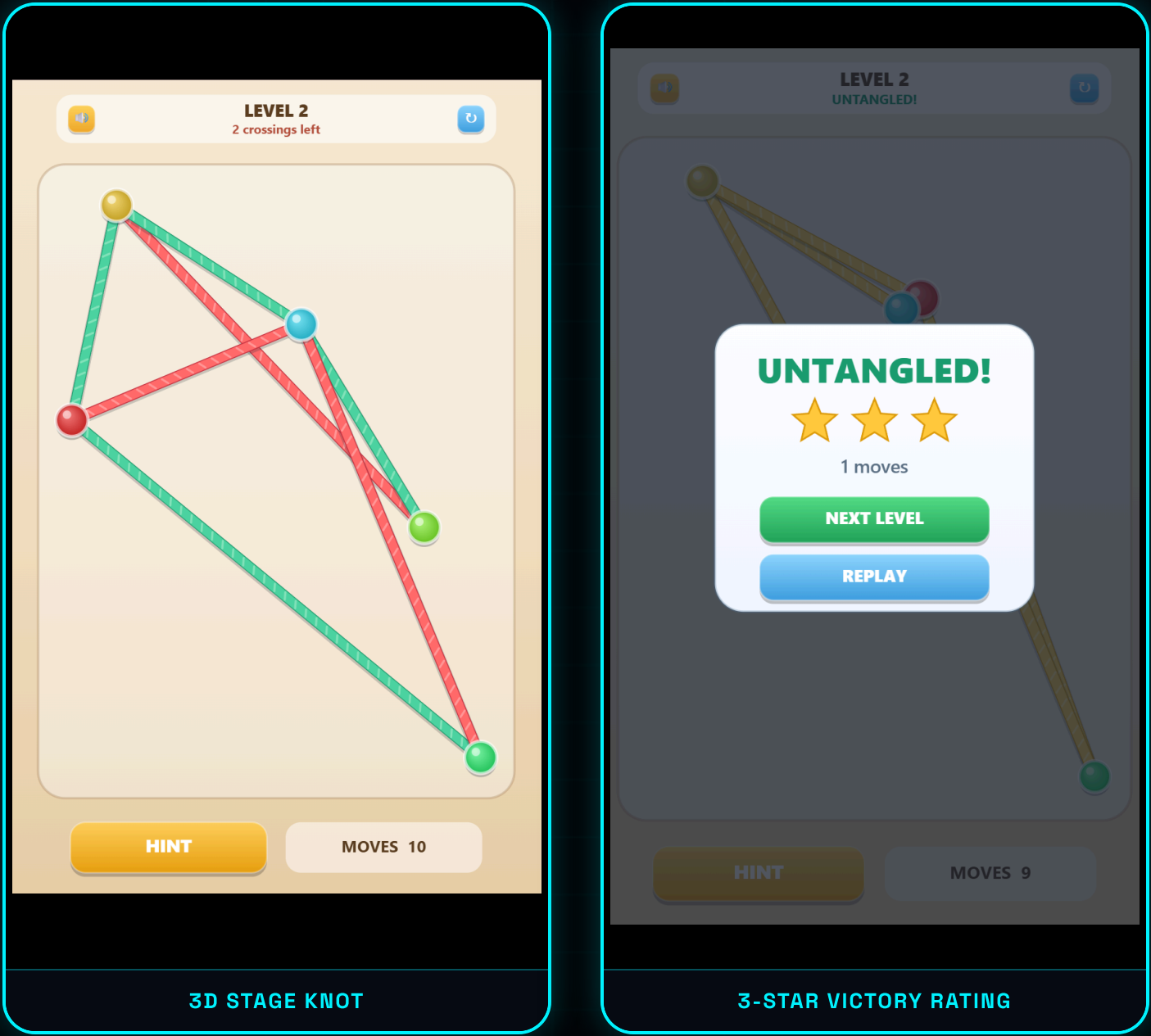
- Tactile metallic screws, wooden planks, and color-matched sorting boxes.
- PhysX gravity drops on unscrewed support pins.

SLOT MONETIZATION

- Extra box hole slot unlock via rewarded video or hard currency IAP.
- Hammer booster clear-all-planks power-up.

PROJECT 08: TWIST OUT

3D Rope Tangling & Disentanglement Strategy featuring braided splines and pin rotation touch gestures.



ROPE TEXTURE ART

- Vibrant braided rope textures with distinct neon color codings per strand.
- 3-Star victory modal with particle animation counters.

KNOT ERGONOMICS

- 360-degree camera rotation gestures for knot inspection.
- Auto-untangle hint power-up monetization.

PROJECT 09: LINE OUT

Minimalist Tactile Path Connection Matrix featuring smooth corner-snapping gesture tracing.



MINIMALIST AESTHETICS

- Clean dark matte grid backdrop with bright neon glow circuit lines.
- Pulsing ambient light loops upon circuit completion.

PATH TRACING UX

- Smooth gesture path tracing with automatic corner snapping.
- Daily Brain Challenge mode driving long-term player retention.

ASSET LIBRARY & COMPONENT MATRIX

Complete set of UI elements, icon sets, button hierarchies, and responsive layouts ready for mobile game engines.

BUTTON STYLES & TOUCH TARGETS

Tactile 3D button affordances, neon stroke borders, haptic touch pulse states, and minimum 48dp thumb interaction zones for error-free play.

BLOCK MODULES & 3D ASSETS

Low-draw-call 3D PBR meshes for bricks, screws, wooden planks, and braided ropes optimized for high mobile framerates.

MONETIZATION & REWARD MODALS

Frictionless single-tap Dialog popups for Rewarded Video Revives, Double Reward Claimers, Offline Coin Collectors, and Skin Stores.

| READY TO BUILD YOUR NEXT MOBILE HIT?

Available for Mobile Game Art Direction, UI/UX Architecture, and Monetization Systems Consulting.

WORK WITH ZAFER YORGANCI

Looking for an experienced technical artist and UI designer to elevate your game studio's visual identity, player retention, and monetization performance?

FEATURED LIVE DEMO

Space Bala

<https://zfyrgnci.github.io/Space-Bala-mobile-game/>

ENGINE READY

Unity UGUI & Unreal UMG

Figma → Blender → Engine Integration