

summary

Senior UX designer with 20+ years shipping games across mobile, console, and desktop — from AAA franchises to live-service titles. Experienced leading cross-functional teams, managing direct reports, and driving design decisions that tie directly to player engagement and business outcomes. Seeking a lead or principal role where craft and impact both matter

education

CARNEGIE MELLON UNIVERSITY

2004 - 2006

M.S. Entertainment Technology

SYRACUSE UNIVERSITY

1999 - 2003

B.F.A. Computer Art

Dean's List

skillset

SOFTWARE

Figma, Adobe Creative Suite
Office Suite, Google Suite
Perforce, Atlassian Suite
Unreal, Unity, Cocos
Maya, 3ds Max, Blender
More

METHODS & LANGUAGES

Wireframing & Prototyping
Mobile/Console/Desktop
User-Testing & Research
Mandarin, Japanese
HTML, CSS

INTERESTS

Music, Song, Dance, Karaoke
Gardening, Horticulture
Culture, Art, Language
Motorcycles, Mech
Fitness
Cats



work experience

DEMIURGE STUDIOS | SENIOR UX DESIGNER

Mar 2024 – Aug 2025 · Remote

- ✦ Led UX design for multiple projects, collaborating with cross-discipline teams to ensure player-focused design solutions from concept through implementation
- ✦ Contributed design for a multiplayer PVP title at Phoenix Labs, collaborating within a 10-person team from concept through project cancellation
- ✦ Contributed production assets to a live-service title

TOGETHER LABS | SENIOR UX DESIGNER

Nov 2021 – Jul 2022 · Remote

- ✦ Contributed UX, motion, and branding updates for WithMe (Android/iOS) within an 8-person team through open beta
- ✦ Developed UMG tools enabling faster designer iteration and real-time feedback on UI changes
- ✦ Implemented new team methodologies, producing cleaner processes

GAMESHAstra | USER EXPERIENCE LEAD

Jan 2021 – Jun 2021 · Remote

- ✦ Owned end-to-end UX and visual/motion design for a mobile title through pre-launch, including wireframes, prototypes, and final assets
- ✦ Mentored a junior designer, elevating design quality across the team

NETEASE GAMES | SENIOR UX DESIGNER

Jul 2016 – Jan 2019 · San Francisco Bay Area

- ✦ Revamped in-app purchase flow for Crusaders of Light, boosting ARPDAU nearly 10X
- ✦ Managed art direction and vendor relationships for large-scale MMORPG releases
- ✦ Directed localization, copywriting, and cross-cultural UX adaptations for global audiences
- ✦ Managed three direct reports and advocated for team member promotions, growing junior UX capability within the studio

BACKBEAT NETWORKS | ART DIRECTOR

Mar 2012 – Nov 2015 · San Francisco Bay Area

- ✦ Led creative direction for an 8-person team across multiple prototype and early-stage projects, delivering wireframes, motion design, and final assets for external clients
- ✦ Partnered with stakeholders to ensure cohesive branding and consistent UX across client engagements
- ✦ Coordinated art production and vendor relationships to deliver assets on time and within budget

ELECTRONIC ARTS | UX/UI DESIGNER

Nov 2013 – Apr 2014 · San Francisco Bay Area

- ✦ Conceptualized and implemented a new The Sims 4 feature, including UX flows, UI, in-game assets, and advertising artwork

ZYNGA | UX/UI DESIGNER

Apr 2012 – Sep 2012 · San Francisco Bay Area

- ✦ Designed wireframes, interaction models, and prototypes for in-house consulting projects, along with managing external art resources

ACTIVISION | ARTIST

Jun 2005 – Oct 2009 · San Francisco Bay Area

- ✦ Created conceptual art, 3D models, textures, and UI for AAA titles including Shrek, Spider-Man, Tony Hawk
- ✦ Designed and implemented HUD, menus, and game shells across multiple platforms