

MOBILE GAME EXPERIENCE



Principal UI/UX Designer | Zynga

Jun 2015 - 2019 & Jun 2022 - Present | San Francisco, CA

Establish and evolve UI/UX design standards and patterns for the team and multiple studio game titles. Work with product managers, game designers, artists and engineers from Wireframing and Prototyping to final UI polish on bold-beat features and all UI/UX challenges. Lead, mentor and inspire the design teams to uphold the visual and UX standards of all titles I was required to help work on. (Game of Thrones: Legends, Words With Friends, Harry Potter Puzzles & Spells, Hit It Rich!, Game of Thrones: Slots, Wizard of Oz, Willy Wonka and Princess Bride).



Senior UI/UX Designer | Jam City

May 2021 - May 2022 | San Francisco, CA (Remote)

Worked on several features for various games for Jam City including: Vineyard Valley, Cookie Jam, HGTV MyDesign and Panda Pop. UX Wireframes and Prototyping new features as well as UI updates and Unity implementation.



Senior UX Designer | Scopely

Jul 2019 - Oct 2020 | Culver City, CA

Set the groundwork and create all the UX and documentation for Monopoly GO! Market Research, UX Wireframing, Prototyping, UI Explorations and Player testing as well as assisting in Unity UI implementation.



UI/UX Designer | GREE International Inc.

Apr 2013 - Oct 2014 | San Francisco, CA

Design well thought out, clear, and polished UI, providing an engaging and delightful User Experience. Define the style guide for game HUDs, and evolve as needed throughout game development (Modern War, Kingdom Age, Crime City and League of Legends)

PREVIOUS WORK EXPERIENCE

UI/UX Designer | EVA Automation Inc. (Bowers & Wilkins)

Oct 2014 - Jun 2015 | San Mateo, CA

Design Director | Thismoment, Inc.

Aug 2010 - Jan 2012 | San Francisco, CA

Creative Director | SendMe, Inc.

Jan 2009 - Aug 2010 & Jul 2006 - Jul 2007 | San Francisco, CA

Sr. Visual Concept Designer | Netflix, Inc.

Mar 2008 - Aug 2008 | Los Gatos, CA

User Experience Design Manager | Yahoo! Entertainment

Jul 2007 - Mar 2008 | Santa Monica & San Francisco, CA

Design Director | GameSpot / CNET Entertainment

Sep 1998 - Oct 2005 | San Francisco, CA

Online Designer | THE WEB Magazine, Ziff-Davis

Jan 1997 - Feb 1998 | San Francisco, CA

CONTACT INFORMATION

Portfolio: www.JC33.com
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SKILLS & TOOLS

UX Wireframing & Prototyping
UI /2D Art Development
Unity UI Implementation

Advanced Photoshop / Illustrator
Figma / Sketch / Protopie
Unity / GIT / SourceTree / JIRA / Perforce
Mac / Windows / iOS / Android
Wacom Tablet / iPad

EDUCATION

California Polytechnic State University
San Luis Obispo, CA
Graphic Design, Liberal Arts

REFERENCES

Available upon request

ABOUT ME

I was a long time Web Designer that made a switch to focus on UI/UX Design for mobile games. I couldn't imagine anything better than being around games all day and working closely with talented Designers and Artists to help build something I myself would love to play. Through my recent work, I've gained many new experiences that have widened my interest in conceptualizing and UI/UX problem solving. My desire for making everything visually stunning and immensely enjoyable to play has and always will be my greatest passion.

Thank you for your time!