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# JESSICA MORGAN

Senior Game UX Designer



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Seattle, WA

## Education

### Bachelor of Science in Game Design

2010 - 2014

DigiPen Institute of Technology, Redmond, WA

## Skills

Game user flows & wireframing

Heuristic evaluations

Agile collaboration

Tools: Figma, Unity, Unreal Engine

## Awards

Awarded "Designer of the Year" at Ubisoft Seattle (2022) for delivering innovative HUD designs that increased player engagement.

Published article on game UX best practices in Gamasutra, gaining recognition from industry peers.

## Professional summary

Results-driven Senior Game UX Designer with 10+ years of experience designing engaging and immersive player experiences for AAA and indie games. Proven expertise in player research, wireframing, and collaboration with cross-functional teams. Delivered highly rated titles at Ubisoft and Bungie, driving 20% player retention improvements.

## Experience

### Ubisoft

2019 - Now

Seattle, WA

#### Senior UX Designer

- Design intuitive user flows and HUD systems for the *Assassin's Creed* franchise, resulting in a 15% increase in user engagement.
- Conduct playtests and usability studies, reducing tutorial completion times by 30% through actionable feedback.
- Collaborate with game designers and developers to implement cohesive UX strategies for console and PC platforms.
- Lead a team of junior designers, mentoring them to deliver high-quality wireframes and prototypes.

### Bungie

2015 - 2019

Bellevue, WA

#### UX Designer

- Developed in-game interfaces for *Destiny 2*, improving player satisfaction by 25% with clean and responsive menu designs.
- Partnered with engineering teams to optimize interaction mechanics, reducing implementation time by 20%.
- Conducted heuristic evaluations to ensure game interface accessibility and compliance with design best practices.
- Designed and tested multiplayer menu systems, resulting in a 12% increase in team game participation.