

# CINDY NGUYEN

## UI/UX DESIGNER

✉ skindy@skindy.com

🌐 skindy.com

📞 323-638-9814

### EDUCATION

#### BACHELOR OF FINE ARTS

TYLER SCHOOL OF ART, 2004-2009

BFA in Graphic and Interactive Art Design

### SKILLS + PROGRAMS

#### DESIGN TOOLS

- Adobe After Effects, Flash, Illustrator, InDesign, Photoshop, XD
- Balsamiq
- Procreate
- Sketch

#### GAME DEV

- Confluence
- Hansoft
- JIRA
- Unreal Engine 3
- Unreal Engine 4, UMG, and BP Visual Scripting

#### CODE

- HTML
- CSS/SASS
- Basic PHP AND JS

### EXPERIENCE

#### SENIOR UI/UX DESIGNER

SKYDANCE INTERACTIVE (FKA THE WORKSHOP ENT.), MAY 2015-PRESENT

I am the sole UI/UX Designer for the studio, designing and developing user experiences and visual interfaces for games on console, PC, and VR.

#### PROJECTS

- TBA Action-Stealth game
- The Walking Dead: Saints and Sinners (VR)
- Archangel: Hellfire (VR)
- Archangel (VR)
- PWND (PC)
- XCOM 2 (XB1, PS4)
- Armoured Warfare (PC)

#### SENIOR UI DESIGNER

PLAYTIKA (FKA BUFFALO STUDIOS), SEPT 2012- FEB 2013

Designed the new UI for Bingo Blitz, one of the highest rated mobile Bingo games on mobile and Facebook.

#### PROJECTS

- Bingo Blitz (Facebook and Mobile)

#### LEAD UI DESIGNER

SOJO STUDIOS, FEB 2012- SEPT 2012

I lead the UI design on a small team for two play-for-charity social games.

#### PROJECTS

- Joy Kingdom (Facebook)
- Joy Pets (Android Mobile)

#### SENIOR UI/GRAPHIC DESIGNER

METEOR GAMES, JAN 2011- JAN 2012

I organized and set up design standards, pipeline, and processes for the UI team, worked closely with the engineers for implementation, and content teams to ensure weekly content design needs were met when necessary.

#### PROJECTS

- Serf Wars (Facebook)
- Neopets: Treasure Keeper (Facebook)
- Island Paradise (Facebook)