CINDY NGUYEN
UI/UX DESIGNER

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SKINDY.COM
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EDUCATION

BACHELOR OF FINE ARTS
TYLER SCHOOL OF ART / 2004–2009

Graphic and Interactive Art Design

TECHNICAL SKILLS

DESIGN
- Adobe UI/UX Suite
- Balsamiq
- Figma
- Procreate
- Sketch

DEVELOPMENT
- UE3, Scaleform
- UE4, UMG, and BP Visual Scripting
- GIT/SVN
- Perforce

CODE
- HTML
- CSS/SASS
- PHP
- JS

PRODUCTION
- Atlassian Confluence, JIRA
- Hansoft

EXPERIENCE

SENIOR UI/UX DESIGNER
SKYDANCE INTERACTIVE / MAY 2015 – PRESENT

I am the sole UI/UX Designer for the studio designing, developing, and implementing user experiences and visual interfaces for games on console, PC, and VR utilizing UE4.

GAMES
- 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 / SEPT 2012 – FEB 2013

Worked with the UI team to design and implement the new user interface for Bingo Blitz, one of the highest rated mobile Bingo games on mobile and Facebook.

GAMES
- Bingo Blitz (Facebook and Mobile)

UI DESIGNER
SOJO STUDIOS / FEB 2012 – SEPT 2012

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

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

SENIOR UI/GRAPHIC DESIGNER
METEOR GAMES / JAN 2011 – JAN 2012

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

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

References are available upon request