

Colleen Nachtrieb

UI/UX Designer

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Twelve years of UX knowledge and UI implementation experience on multiple game platform; looking to join a collaborative and creative team that wants to create immersive player centric designs.

Skills:

Adobe Suite (Photoshop / Illustrator / XD / AE)	Design Direction/ UI Art Direction
Unity 3D 2018 / Unreal Engine / Flash Scaleform	Team Building/ Training
Sketch	User Testing
Maya / 3D Studio Max	Design Documentation
Sketch / Proto.io / InVision	UI Asset Creation/ Implementation Planning
C# / Html / CSS	Wireframing/ Prototyping/ Storyboarding

Experience:

Disruptor Beam: UI/UX Director, Lead UI/UX Designer 2013- Present

Directed UX team over several projects, responsible for training new designers. Collaborated and visualized core game loops and monetization moments. Created documentation/style guides, wireframes, prototypes. Implemented UI in engine, including developing shaders, and art solutions to improve performance across the UI.

38 Studios: Senior UI/UX Designer 2012

Designed user flows, UX requirements for game play on Copernicus MMO. Implemented UI elements in Flash/Scaleform and optimized performance.

LEGO (Playwell Studios): UI/UX Designer 2011-2012

Designed UX flows for LEGO Universe MMO, and performed user testing. Implemented UI elements in Flash/Scaleform, including localization and hook up of sound elements.

Experience Continued:

Budcat Creations/Activision: Lead Game Designer/ 3D Artist

2007-2011

Optimized and modeled 3D assets for console game titles.
Designed levels and enemy behaviors in developing titles.
Managed team tasks and priorities.

Vicarious Visions: QA Tester

Summer 2003

User tested multiple titles both on console and hand held platforms
Contributed UI art concepts for Crash Bandicoot Nitro Kart.

Published Products:

Disruptor Beam:

Game of Thrones Ascend (iOS/Android/Facebook)
Star Trek Timelines (iOS/Android/Facebook/Steam)
The Walking Dead March to War (iOS/Android)
Core UI (Internal Basic UI Templates for all future projects)

38 Studios:

Kingdoms of Amalur (Copernicus MMO/PC)

LEGO (Playwell Studios):

LEGO Universe (MMO/ PC)

Budcat Creations/Activision:

Guitar Hero 3 (PS2), Guitar Hero Aerosmith (PS2), Guitar Hero Metallica (PS2), Our House (Wii),
Blastworks (Wii), Top Shot Arcade (Wii), Pix Maze (iOS)