

OBJECTIVE

I'm a **passionate** Technical Designer who has worked in a variety of UI mediums such as **print, web** and **video games**.

My background in computer science and design helps me uniquely approach **complex problems** with long term solutions. By bridging the gap between design and technology we can create **fantastic solutions** that designers and developers love, but most importantly, **users love**.

Providing **clear direction, mentorship, guidance** and **removing any roadblocks** for teammates are the foundation of a good leader.

SKILLS

Frostbite, Unreal, Source Engine, Squirrel Script, Javascript, GitHub, Perforce, CSS, PHP, MySQL, Photoshop, Illustrator, Adobe XD, InDesign, Figma, Miro, JIRA, Confluence, OBS

WORK EXPERIENCE

Oct 2025 **Ripple Effect**
Present **Lead Technical Experience Designer**

Dec 2022 **Respawn Entertainment**
Nov 2025 **Lead Technical Experience Designer**

- Founded and established a new discipline within the UX department called Technical Experience Design.
- Hired and mentored over fifteen individuals globally into the Respawn Source technical stack.
- Created, Implemented and ran departmental processes like script reviews, weekly huddles, feature breakdowns, estimates, seasonal retrospectives, onboarding, onboarding buddies and more.
- Performed daily bug triage with production.
- High level planning with leadership, including high level estimates and long term tech velocity gains.
- Provide guidance in bi-weekly one on one sessions with reportees.
- Mentor and help all technical designers with UI script questions from direct and indirect teams.
- Built numerous shipped features such as weapons, modes, legends, and systems. (see portfolio)
- Coordinated and planned with UI code to build a new technical stack framework to replace VGUI.
- Planned the schedule with production for all fifteen tech designers based on their expertise, and technical stack knowledge.
- Gathered feedback from the team regularly and modified their day to day to better meet their needs
- Integrated external partners into the internal team communications to raise moral, knowledge and feature awareness.

Jan 2021 **Senior Technical Experience Designer**

Nov 2016 **BioWare**
Jan 2021 **Technical Experience Designer**

- Created and implemented new policies and standards for the implementation of UI's in engine.
- Designed wireframes and design documents for Anthem, unannounced project, and Dragon Age.
- Manage engine architecture of the UI system and ensured quality during the review process.
- Implement prototypes and functional UI's for Anthem, unannounced project, and Dragon Age.
- Provide technical analysis to designers based on engine capabilities.
- Representative of the Dragon Age team on BioWare Accessibility Board.
- Worked with UI Artists to implement designed vision in the engine.
- Worked closely with UXR to gather targeted feedback on designs and implementations for Anthem, unannounced project, and Dragon Age.
- Designed and developed internal web solutions for helpdesk, staff gallery, feedback, and value awards system.

Mar 2013 **UI/UX Freelance**

- Worked at various agencies providing website maintenance and created microsites viewable on my portfolio.

Jul 2013 **DDB Tribal Worldwide**
May 2015 **Intermediate Front-end Developer**

- Built custom promotional and microsite solutions using modern technologies based on client needs
- Improved projects by working closely with UX and Design teams.
- Built a company wide framework for developers and freelancers to standardise the development process which utilised grunt, bower, SASS, Compass, Foundation and templating for each client.
- Provided training on how to use McDonald's Amazon CQ5 CMS to juniors.