

QUINN LE

UI DESIGNER | UX DESIGNER

quinn-le.com
quinn.le.gamedev@gmail.com

EXPERIENCE

Free Range Games // Senior UX/UI Designer

JUNE 2021 - PRESENT

On *Lord of the Rings: Return to Moria* as a main UX/UI point of contact, accessibility expert, prototype UI artist, visual designer, and Unreal implementer. Working on new, unreleased Unreal Engine 5 action/adventure project.

Toys for Bob // UX Designer

AUGUST 2018 - MAY 2021

UI team for *Crash Bandicoot 4: It's About Time*. Unreal Engine. Took UI from concept design to prototyping, implementation, iteration, and polish. Pitched and developed accessibility features, such as button remapping, and subtitle options. Currently supporting UI development at other Activision studios.

Activision // UI/UX Designer

JANUARY 2018 - JUNE 2018

Developed a co-op first-person shooter in Unreal Engine, now cancelled. Created a full UI for a gameplay prototype, including frontend menus, game options, responsive HUD. Created high level design documents to form our game's central UX pillars.

Sledgehammer Games // Associate UX Designer

MAY 2017 - NOVEMBER 2017

Member of core UI team, embedded on *Call of Duty: WWII's* Zombies team. Shepherded UI development, with documentation and wireframes as systems developed and evolved. Point of contact for designers, artists, engineers, and producers. Assisted on scripting and implementation of frontend and in-game HUD.

Additional experience available upon request.

EDUCATION

University of Southern California // B.A. Interactive Entertainment

2008 - 2012

The AbleGamers Charity // Certified APX Practitioner

MARCH 2021

Certified in player-centric, accessible, and inclusive game design.

SKILLS

Design: UI/UX Design, Systems Design
Game Dev: Unreal Engine 4/5 (UMG Blueprint), Perforce, Jira, Confluence, Unity
Graphic Design: Figma, Adobe Photoshop, Illustrator, Premiere, After Effects
Data Visualization: Microsoft Excel, Visio
Streaming: Open Broadcaster Software (OBS)
Programming: Lua, Python, (Limited) C#, C++

REFERENCES

Michael Downing - mdowning@freerangegames.com
Free Range Games, Lead Designer

Russell Vaccaro - fox@foxrocket.com
Toys For Bob, Senior UI Artist

Zak Krefting - zak@freerangegames.com
Free Range Games, Creative Director

Charnjit Bansi
Mythical Games, Director of Product Management