Nick So
UX/UI & Game Designer

www.nickso.com
contact@nickso.com
linkedin.com/in/nick-so
San Diego, CA 92129

Proficient in creating user-centric designs based on research & real-world feedback, with mastery of user flows and wireframing to deliver coherent, consistent, and compelling experiences across all platforms. Flexible and agile with strong organizational and communication skills. Driven by a desire to discover problems and define solutions through proven design strategies with foundations built on user needs and company goals.

SKILLS

Technical - Adobe CC || Figma || HTML5 || CSS || Javascript || JQuery
UX - User Research || Personas || Storyboards || Wireframing || Rapid Prototyping
Production - Agile/Scrum || Trello || JIRA || Confluence || Remote Collaboration

EXPERIENCE

Designer *(December 2018 - Present)*
Redemption Games *(Carlsbad, CA - Remote)*
- Designing gameplay for *Sweet Escapes*
- Over 250 shipped designs

Game & UX Design Consultant *(February 2019 - March 2020)*
Awairness, Inc *(Santa Fe, NM - Remote)*
- Designed and documented core game systems
- Prototyped user interfaces and first-time user experience
- Created design templates and modular development tools

Senior Game Designer *(May 2015 - November 2018)*
Jam City *(Carlsbad, CA - On-Site)*
- Managed tasks and schedules of a 20-person design team
- Dramatically improved core KPIs via various feature designs
- Wrote core design for unannounced projects

Assistant Game Designer *(September 2012 - October 2014)*
DeNA *(San Francisco, CA - On-Site)*
- Assisted production on remote international teams
- Wrote and edited feature specs and design documents

PROJECTS

California Innocence Project UX Case Study *(2021)*

Role: Designer || Time Frame: 2 Weeks || Team Size: 4 || Tools: Figma, Miro, Trello
https://nick-so.github.io/Portfolio-2021/design/cip.html
Re-imagining the non-profit's website for the modern era of the internet, with a focus on social media engagement and contemporary aesthetics.

Overwatch Menu UX Update *(2021)*

Role: Lead Designer || Time Frame: 2 Weeks || Team Size: 3 || Tools: Figma, Miro, Trello
https://nick-so.github.io/Portfolio-2021/design/ow.html
Updating the game menus for contemporary design standards. Focusing on giving players more information and control while maintaining the brand identity.

OneNova Game & UX Design *(2020)*

Role: Lead Designer || Time Frame: 12 months || Team Size: 2 ||
Tools: Balsamiq, Photoshop, InVision, Trello, Slack, Google Workspace
https://onenovathegame.com (Work samples unavailable due to NDA)
Designed and documented the mechanics of gameplay and progression systems. Prototyped the first-time user experience along with core menus, modals, and interfaces. Discovered and refined UI elements and overall visual design.

RoboRunner Game Design Document Sample *(2020)*

Role: Lead Designer || Time Frame: 1 Week || Team Size: 1 || Tools: Balsamiq, Photoshop
https://sites.google.com/view/robo-runner
RoboRunner is an educational game designed to help young children learn the basics of computer programming, specifically mastering the concept functions. This is a small sample of my game design documentation. Art styles vary from game to game.

EDUCATION

UX/UI Design Certificate
University of California, Irvine *(2021)*

Bachelor of Arts, Film & Digital Media Production
University of California, Santa Cruz *(2012)*