

# Nick So

## UX/UI & Game Designer

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UX Designer 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

Specific metrics unavailable due to NDAs

### 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

## Overwatch UX Update *(2021)*

Role: Lead Designer || Time Frame: 2 Weeks || Tools: Figma, Miro, Trello

<https://nickso.com/design/ow.html>

- UX/UI update to give players more agency while maintaining the brand identity
- Collaborated with a team of 2 other designers
- Facilitated stand-ups and delegated tasks
- Main contributor and director of prototype creation

## California Innocence Project UX Case Study *(2021)*

Role: Designer || Time Frame: 2 Weeks || Tools: Figma, Miro, Trello

<https://nickso.com/design/cip.html>

- UX/UI overhaul with a focus on social media and contemporary aesthetics
- Collaborated with a team of 3 other designers
- Conducted user research and user testing
- Created wireframes and UI mock-ups
- Contributed to the creation of a high fidelity prototype

## OneNova Game & UX Design *(2020)*

Role: Lead Designer || Time Frame: 12 months

Tools: Balsamiq, Photoshop, InVision, Trello, Slack, Google Workspace

<https://onenovathegame.com> (Work samples unavailable due to NDA)

- Designed and documented gameplay and progression systems
- Prototyped the first-time user experience including menus and interfaces.
- Discovered and refined UI elements and overall visual design

## RoboRunner Game Design Document Sample *(2020)*

Role: Lead Designer || Time Frame: 1 Week || Tools: Balsamiq, Photoshop

<https://sites.google.com/view/robo-runner>

- Sample GDD for a game intended to teach children basic programming concepts

# EDUCATION

## UX/UI Design Certificate

University of California, Irvine *(2021)*

An intensive, 24-week long boot camp dedicated to UX/UI Design. Upskilled and refreshed knowledge of HTML5, CSS, JavaScript, Bootstrap, jQuery, User-Centric Design Research, Visual Prototyping & Wireframing, and User Interface Development.

## Bachelor of Arts, Film & Digital Media Production

University of California, Santa Cruz *(2012)*