

Bernice Ka Hay Wong

User Experience Designer

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WORK EXPERIENCE

Pixelberry Studios

Feb 2019 - Present

UX Designer

- Designed, launched, and maintained various integral features for the Top Grossing 100 mobile game *Choices: Stories You Play*.
- Worked with multiple departments and stakeholders to push UX/UI improvements, resolve ongoing issues, conduct UXR, and smoothen the feature development process.
- Led holistic design initiatives to improve accessibility, future-proof features, and reach teamwide alignment.
- Guided internal design resources by producing documentation, maintaining library systems, and aiding hiring process.

NetEase Games

Aug 2018 - Jan 2019

UX/UI Designer

- Redesigned various in-game features for *Mage Supreme*, a mobile battle royale game that soft launched in 2 countries.
- Led initiatives to revise existing flows with Researchers & Game Designers that improved navigation, usability, and consistency.
- Created assets, UI, and animations for key screens and owned implementation of designs from concept to polish.

CBS Interactive (Games)

Jun 2017 - Aug 2017

UX/UI Designer (Intern)

- Redesigned GameSpot's profile hub for both desktop and mobile and related features for QA testing.
- Worked closely with the UX/UI Lead and product to identify issues and create user-centered solutions and deliverables.
- Conducted user tests with GameSpot moderators and translated gathered research into design improvements.

INDUSTRY EVENTS

Public Speaking

GRUX Online Conference
2020 Speaker

PAX Online
2020 Panelist

PAX West
2019 Moderator & Panelist

Women in Gaming Panel
2019 Organizer & Panelist

Volunteering

Games UR Summit
2020 Content Assistant

Cal Women in Gaming
2019 Mentor

Women in Games
2019 Ambassador

Magic: the Gathering
2017 Course Instructor

SKILLS

UX Design

Web Design

Visual Design

Interaction Design

User Research

User Interviews

Prototyping

Design Systems

Wireframing

Usability Testing

Accessibility

Task Analysis

TOOLS

Design

Figma, Invision, Sketch, Adobe XD, Photoshop, Illustrator, After Effects, Flinto, Miro

Development

HTML, CSS, Javascript, Jquery, Java, Python, C, CocosBuilder, Unity

PROJECTS

Manifest

Designed and developed a 2D emotional platformer with 3 engineers in Unity.

Epithet Wars

Designed and developed a 2D single-player fighting game inspired by Greek mythos in Unity.

AWARDS

2020 I Need Diverse Games GDC Recipient

2019 IGDA Velocity Award Recipient

EDUCATION

University of California, Berkeley

B.A. in English, Class of 2018