Christine Daniels
Principal UI/UX Designer

Principal UX Designer // Manticore Games

October 2021-Present

• Designed, built, and released Out of Time with the team at Manticore Games using Unreal Engine 5, UMG, the Sequencer, and Common UI.

• Working as a Principal UX Designer on wireframing, user research, UI creation, and technical implementation through Figma and Unreal Engine for our third-person action roguelike Out of Time.

• Creating and delivering design assets, building out material-based UIs, and setting up UMG widgets for both PC and Steam Deck as the sole designer and contributor on game features such as social and squad features, game narration, and player inspect.

• Individually set up and ran multiple usability and user research studies using platforms like Maze and User Testing over the course of 4 years

UX Team Lead and Senior UX Designer // Fiserv

October 2018-2021

• Managed a team of 3 designers and led the design efforts across web and mobile applications for an enterprise-level suite of banking products that was scaled to 500+ financial institutions within 2 years

• Collaborated with engineers, business analysts, content writers, product owners, leadership, and clients to take a holistic view of UX problems and help drive design decisions

• Individually contributed to research, wireframing, a UX pattern library, prototypes, animations, usability tests, and UI design while adhering to Section 508 and WCAG 2.0 accessibility guidelines

• Conducted user testing with an automated platform as well as in person user interviews to make informed UX recommendations

• Created an illustration library for my team to use across our suite of products using Adobe Illustrator

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Education
Ball State University
College of Architecture and Planning

Skills
Unreal Engine 5
Unreal Materials
UMG
Unreal Sequencer
Common UI
Figma
Adobe After Effects
Adobe Premiere
Adobe Illustrator
Adobe Photoshop
Blender
Wireframing
User Research

Hobbies/Passions
Playing and creating games
Miniature Crafting
Archery
Writing
Sewing