

Guy Lima, Jr. • guy@guylima.com • Seattle, WA

I'm a UX and game designer. I love talking with and observing people to better empathize with their problems, turning ambiguity into clearly set goals, and testing to ensure I get all the details right.

Portfolio

guylima.com

Work

Game Designer and Developer • *Untitled Mobile Game*

Independent • January 2016 - Present

- Iteratively developing a mobile game via playtesting prototypes in order to refine game systems and controls.

UX Designer II • *Microsoft OneNote*

Microsoft • March 2014 - October 2015

- Designed a handwriting experience for OneNote for iPad, targeted at students. Formed goals based on insights from class observations. This design is now used across Office apps on iOS and Windows 10.
- Overhauled OneNote's lists experience. Conducted interviews to identify users' habits and problems using OneNote, other apps, and paper.

UX Program Manager • *Microsoft OneNote*

Microsoft • January 2012 - March 2014

- Designed, speced, and managed development of features for OneNote for Mac 1.0 (a top-10 free app), OneNote for iOS 2.0 (4.5-star rating), and monthly updates for both.

Lead Game Designer, UX Designer, Developer, Owner • *Continuity 2: The Continuation*

Ragtime Games • January 2010 - December 2011

- Continuity 2 has a 4.5-star App Store rating. It won IGN's Editor's Choice Award. It has an 83 on Metacritic.
- Designed levels that facilitated players' discovery of the game's mechanics through play, rather than being taught. Playtested extensively to get the difficulty progression right.
- Designed an immersive control scheme that feels natural on touch screens.

Lead Game Designer, Developer, Owner • *Continuity*

Ragtime Games • September 2009 - December 2009

- Continuity has been played by over 12 million people and received Best Student Game at the 2010 Independent Games Festival and the Gameplay Innovation Award at IndieCade 2010.
- Lead game from concept to final product, guided by prototyping and playtesting. Post-release, used player feedback and telemetry to increase average play session by 20%.

School

MS Interaction Design • Chalmers University of Technology • Gothenburg, Sweden

BS Computer Science • Oakland University • Rochester, MI

Skills

Photoshop, Sketch, PowerPoint, Keynote, Excel, Unity, C#, Objective-C, Actionscript 3.0