



Portfolio website
hannahbr.github.io

Get in touch
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[LinkedIn](#) | [Twitter](#)

Design/ research skills

- User-centered design
- Wireframing
- Prototyping
- Heuristic analysis
- Usability testing
- Visual design
- Information Architecture
- Interaction design

Software skills

- Figma
- Miro
- Adobe CC
- Axure RP
- HotJar
- Optimal Workshop
- Google Analytics
- HTML/CSS
- Unity (beginner)

Soft skills

- Client management
- Stakeholder engagement
- Workshopping
- Developer relations

Hannah Braybrook

UX/UI Designer

Friendly & ambitious team player, seeking opportunities in the gaming industry

Employment

February 2021 - Present

Team17

UX/UI Designer

As the first UX/UI specialist to be hired at Team17 I've had the opportunity to work with many different development teams in various capacities. The games I've worked extensively on as a UX/UI Designer are as follows:

- **Honey, I joined a Cult!**
Base building | Steam Early Access
- **Unreleased title**
RPG | PC & console release (Xbox, PS & Switch)
- **Unreleased title**
Action | PC & console release (Xbox, PS & Switch)
- **Unannounced title**
Puzzle | PC and VR release (Oculus and PSVR)

This work involves analysing game UX best practice and existing user research to identify issues/ areas for improvement, and create solutions with user flows, wireframes & prototypes.

Day to day I also spend time providing consultation support on our numerous games by conducting heuristic analyses and creating reports to identify issues and potential solutions.

2019 - 2021

CTI Digital

UX Designer

I worked within the Strategy and UX team at CTI to work directly with clients, delivering fantastic digital products.

(continued)

Platforms

- Websites
- Mobile apps
Product & gaming related
- Console gaming
Xbox, PS & Switch
- PC gaming
Steam
- VR
Oculus & Playstation
- Event kiosks

Public speaking

- UX in Games
GameX | Uni of Gloucester
- UX & marketing personas - a match made in kitty heaven
MeasureCamp Manchester

Favourite game genres

- RPG/ MMORPG
- Roguelike
- Turn-based strategy
- Action-adventure
- Open world

Typical responsibilities included:

Workshopping, user research, usability testing, data analysis, information architecture, and artifacts like persona/ user journeys, wireframes (low and high fidelity), prototypes and interaction design.

Clients I've been privileged to work with include:

Manchester Metropolitan University, Durham University, International Animal Rescue, Churchill China, The General Optical Council, Drinkaware, Relate, Laird and the Royal College of Occupational Therapists.

2015 - 2019

UCAS

UX/UI Designer

Day-to-day tasks included working across multiple teams to create prototypes, high fidelity designs, front-end development within the UCAS Design Framework, and conduct user testing with students.

Digital Designer/ Junior Digital Designer

I designed, created and maintained UCAS' marketing email templates, campaign pages, digital event software, social media and video content.

Education

2011 - 2014

University of Gloucestershire

BSc. Multimedia Web Design (Hons) 2:1

3 year degree covering many subjects including web design, video game production, programming & project management.

2004 - 2011

Churchdown Secondary School

3 A levels or equivalent

IT, English Literature and Fine Art.

GCSEs

10 subjects including Maths, English and Science.

References available upon request