

Hannah Braybrook

UX/UI Designer

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[LinkedIn](#)

References available upon request.

EXPERIENCE

Rebellion North

Jan 2023 - Present

Experienced UX/UI Designer - UX/UI Designer

- Responsible for the UX of an unannounced title in the sports arcade genre. I work closely with Design and Art to translate GDD into user friendly UI - and keep the game readable during fast-paced gameplay.
- Day-to-day tasks include competitor analysis, creating user flows, wireframes, low-mid fidelity prototypes and maintaining documentation. Recently I'm also learning UMG and helping out with UI implementation.
- As part of a small team I took on more responsibility for periods during development - organising tasks, leading standups, sprint planning, backlog reviews and triaging bugs to free up time for my team. It is also my first role where I'm managing other designers.

People Can Fly

Jul 2022 - Dec 2022

UX/UI Designer

- Worked on an unannounced title within the UI team.

Team17

Feb 2021 - Jul 2022

UX/UI Designer

- Worked with many indie teams being published at the time by Team17, providing UX support. Involvement ranged from heuristic analysis to creating UI prototypes and flows for entire games.

CTI Digital

2019 - 2021

UX Designer

UCAS

2015 - 2019

UX Designer - Digital Designer - Junior Digital Designer

University of Gloucestershire

2011 - 2014

BSc. Multimedia Web Design (Hons) 2:1

Churchdown Secondary School

2004 - 2011

3 A levels or equivalent in IT, English Lit & Fine Art.
GCSEs in 10 subjects inc. Maths, English & Science.

GAME CREDITS



Unannounced sports arcade game
Steam Early Access planned Oct 2024



Unannounced game
PC and console release



Killer Frequency
PC and VR release 2023

Honey, I Joined a Cult
Steam Early Access 2021

Thymesia
PC and console release 2022

Thalassa
Steam 2024

DESIGN/ RESEARCH SKILLS

- User-centered design
- User flow creation
- Wireframing
- Prototyping
- Heuristic analysis
- Usability testing
- Data analysis
- Visual design
- Information architecture
- Interaction design

SOFTWARE SKILLS

- Figma
- Miro
- Adobe CC
- HTML/CSS
- Unreal (UMG)

PLATFORMS

- Websites
- Mobile apps
- Console, PC, VR & mobile gaming