

# hannah braybrook

ui/ux designer.

✉ braybrookhannah@gmail.com

portfolio site

in



## experience

jan 2023  
present

### rebellion north experienced ux/ui designer

- Responsible for the UX of Speedball, a recently released sports arcade game on Steam Early Access. I work closely with Design and Art to translate GDD into an intuitive experience, using feedback to iterate improvements.
- 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. I was also brought in on occasion to help the UI artists during their discovery of an art style for the UI. It is also my first role where I'm managing other designers.

jul 2022  
dec 2022

### people can fly ux/ui designer

- In this role was able to spend 6 months working on an unannounced title within the UI team. As it was early in development most of my responsibilities involved liaising with Design to start planning UI requirements for the game, and working with other UI Designers to start setting up an initial design system.

feb 2021  
jul 2022

### team17 ux/ui designer

- I was able to work 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.

2019  
2021

### cti digital ux designer

- I worked within the Strategy and UX team to work directly with clients, delivering fantastic digital products. Responsibilities included workshoping, undertaking user research, usability testing and data analysis. I created artifacts like information architecture maps, user personas & journeys, wireframes (low and high fidelity) and prototypes.

2015  
2019

### ucas ux designer & digital designer

2011  
2014

### university of gloucestershire bsc. multimedia web design (hons) 2:1

2004  
2011

### churchdown secondary school

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

## game credits



**speedball**  
Steam Early Access 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