

Nick Jenvey

User Experience & User Interface Designer

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Profile

I am a user experience & user interface designer with an ambition to improve the lives of others through design. Solving problems while creating memorable and meaningful experiences.

Experience

UX Designer — July 2022 – May 2023

[Kabam](#) / Vancouver, Canada

- Led problem-solving for strategic goals and new feature requirements, aligning with player experience.
- Designed user-centric flows and interactive wireframes for optimized in-game journeys.
- Conducted usability tests within the gaming community, boosting player satisfaction.
- Collaborated with game designers for aligned UX and gameplay narratives.

UI Designer — October 2021 – July 2022

[Coast Capital Savings](#) / Vancouver, Canada

- Presented designs to stakeholders, peers, and leadership, ensuring alignment and communicated milestones.
- Established design guidelines for consistency across channels and brand recognition.
- Translated user research insights into actionable design modifications.
- Collaborated with product, design, and development teams for effective solutions.

UX/UI Designer — October 2019 – October 2021

[Sprung Studios](#) / Vancouver, Canada

- Participated in game design brainstorming, promoting teamwork.
 - Conducted game UX research and competitive analysis for player-centric designs.
 - Refined player journeys with user flows for optimized in-game interactions.
 - Developed game wireframes, refining through stakeholder feedback.
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Skills

Design — UX, Interaction, Visual, Web, Mobile, User Research

Tools — Figma, Sketch, Adobe XD, Photoshop, Illustrator, InDesign, Invision, Unity3D, Framer

Coding — HTML, CSS, SCSS, React, JavaScript, jQuery