Nick Jenvey
USER EXPERIENCE DESIGNER

Vancouver-based user experience designer crafting inclusive and impactful digital experiences: where design meets accessibility, functionality, and creativity.

EXPERIENCE

Full Circle - EA

Experience Designer II • May 2024 – Present

- Design and develop metagame and social features for the highly anticipated Skate franchise, contributing to core player engagement mechanics
- Advocate for player-centered design principles in cross-functional team discussions to improve player retention and satisfaction
- Collaborate closely with game designers and technical designers to define detailed feature specifications and align project goals for optimal gameplay experiences

Kabam

UX Designer • Jul 2022 – May 2023

- Researched and designed new multiplayer features and game modes for Marvel Contest of Champions
- Developed a new social system that lead to increased player retention and player spending rates by ~28% over previous system
- Collaborated with game designers and engineers to help define feature requirements and road maps
- Prototyped and play tested new systems with the game community, advocating for the needs of players

Coast Capital Savings

Digital UX Specialist • Oct 2021 – Jul 2022

- Primary designer on Coast Capital's new Corporate Digital Banking Platform (CDBP) for their 600,000 users Canada-wide
- Created, refined, and tested prototypes for CDBP to translate project vision with cross-functional teams
- Spearheaded the switch from Sketch to Figma as our main design tool, including migration of the entire design system
- Ensured platform-wide consistency through documentation of use cases and UI elements

Sprung Studios

UX/UI Designer • Oct 2019 – Oct 2021

- Worked on a multitude of video game projects for both PC and consoles
- Conducted in-depth user research, referencing, and competitive analysis to produce innovative UX solutions for clients
- Lead and participated in weekly feedback rounds with the clients game designers, game developers, and key stakeholders
- Focused on accessibility to ensure an inclusive gaming experience for all players

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SKILLS

UX Design	InVision
Visual Design	Unity
Interaction Design	Unreal Engine
User Research	HTML
Accessibility	CSS
Figma	SCSS
Sketch	JavaScript
Framer	jQuery
Adobe CC	React

EDUCATION

Lighthouse Labs
Full-stack Web Development
2018-19

British Columbia Institute of Technology
New Media & Web Development
2011-12