Sean Maguire

UX Designer

www.seanmaguire.me
Maguire.Sean037@gmail.com
github.com/seanManY
(949) 374-6845

Projects

Portfolio Website — *UX Designer, Programmer*

Through user research, web interface programming and modern design philosophies I created a personal website to showcase my skills and projects. I utilized techniques such as rapid prototyping and usability testing to create a responsive website for mobile, tablet and PC.

Curbside Combat — *Sound Designer, Tools Programmer*

teamoffighters.itch.io/curbside-combat

Team Project for the senior game design capstone where we ambitiously set out to create a 2D fighting game. I contributed as a tools programmer creating a script to integrate spreadsheets of frame data into the game engine. In addition, as a sound designer, I developed and integrated sound effects for the overall user experience.

Spotify App Redesign— *UX Designer, Researcher*

Team project, tasked with redesigning a pre-existing app. Our group redesigned the music app Spotify utilizing usability testing, personas and user interviews.

Project Frostbite — Gameplay *Designer*

seanmany.github.io/frostbite.html

A card game project created with a set of constraints such as, a multiplayer game for ages 15+ involving vampires. The game was developed through heavy user testing and rapid prototyping via weekly playtest groups and agile design philosophies.

Work Experience

Paul Merage School of Business, UCI — *IT Student Worker*

June 2016 - August 2018

Worked the front desk of the student and faculty IT office. Provided

Maintenance Login, Mission Viejo— *Freelance Developer*

September 2013 - June 2015

Designed mockup pages for mobile website using Bootstrap and other web languages such as HTML, CSS and Javascript. Designed and implemented RDLC reports using Visual Studio and Microsoft SQL Server.

Education

University of California: Irvine
2018

BS in Computer Game Science

Minor in Film and Media Studies

Skills

Design: User Flows · Concept Sketches · Wireframes · Storyboards · Prototyping

Research: Data analysis · A/B Testing · Personas · Interview · Usability Testing · Comparative Analysis · Survey

Tools: Git · Jira · Slack · Microsoft Office · Visual Studio · Unity · Sony Vegas Pro

Languages: C++ · Java · C# · HTML · CSS · Javascript · SQL· Python · English

Interests

Board Games · Video Editing · Philosophy · Progressive Rock· Martial Arts · Sushi