



# Tristan Edwards

## User Experience Professional

UI/ UX designer from Brisbane, Australia, with a background in front end software engineering. I have 6 ½ years professional experience working on digital games and applications, and a strong skill set when it comes to the production of digital user interfaces, with emphasis on the end user.

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## 🛠 Work Experience

### UX Lead & Game Designer

#### Spillehallen

Nov 2021 - Now

Viby, Denmark

- ◆ Interaction Design, Game Mechanics
- ◆ Game Logo Designs
- ◆ Customer Driven Product Development
- ◆ Usability Testing
- ◆ Project Structure and Management
- ◆ User Data Analysis (Google Analytics, Power BI)

### UI / UX Designer & Front End Engineer

#### WakeupData

Jan 2020 - Nov 2021

Aarhus, Denmark

Designed the front end for the company's 2nd commercial application 'WiseMetrics', improving revenues with upsold customers and creating a new diverse customer base

- ◆ Prototyping, Wireframes
- ◆ Product Branding and Presentation
- ◆ Storyboards, User Flows, Usability Testing
- ◆ ASP.Net MVC, C#, Javascript, SCSS
- ◆ Team Workflow Structures

### Lead Unity Developer

#### FUGRO Land NL

Aug 2019 - Jan 2020

Nootdorp, Netherlands

Relocated to the global headquarters to help the team develop their first web based 3D visualisation based application

- ◆ Unity
- ◆ Intuitive Interface Designs
- ◆ User Experience Testing
- ◆ Rapid Prototyping
- ◆ Web-based Application Development, WebGL

### UI / UX Designer

#### FUGRO Land NL

Aug 2018 - July 2019

Leidschendam, Netherlands

- ◆ Rapid Prototyping, Wireframes
- ◆ Product Branding
- ◆ Storyboards, User Flows, Process Flows
- ◆ Working closely with customers, Usability testing
- ◆ ASP.Net MVC, Unity
- ◆ Web-based application development, WebGL

### UI / UX Designer & Front End Engineer

#### FUGRO ROAMES

Oct 2016 - Sept 2018

Brisbane, Australia

Designed and programmed 9 web/desktop front ends for apps that significantly improved the company's revenues, including a new line of QA based applications that as of December 2019 had in excess of a million user sessions

- ◆ Responsive Application Designs (Desktop, WebGL)
- ◆ Front End Unity and Angular development
- ◆ Rapid Prototyping, Wireframes, Usability Testing
- ◆ Storyboards, User Flows, Process Flows
- ◆ Close collaboration with R&D division

### Junior Software Engineer

#### FUGRO ROAMES

Feb 2016 - Oct 2016

Brisbane, Australia

Our 3D visualisation tool 'ROAMES World' won the runner up prize in the 2017 Unity Awards

- ◆ Customer Facing Desktop Applications (Unity, C#)
- ◆ Core Functionality, Development of APIs
- ◆ 3D Visualisation Tools, VR Tools
- ◆ Quality Assurance

## Education

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### Certificate IV in Small Business Management

**TAFE Queensland**

2014

Brisbane, Australia

### Bachelor of Games Design

**Griffith University & the Queensland College of Art**

2011-2013

Brisbane, Australia

### Bachelor of Multimedia (Interactive Entertainment & Games Programming)

**Griffith University & the Queensland College of Art**

2010

Brisbane, Australia

## Core Competences

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- ◆ Unity3D
- ◆ C# / Asp.NET
- ◆ Adobe Creative Suite (Photoshop, Illustrator)
- ◆ Wireframing Tools (Balsamiq, Draw.io)
- ◆ Mockup Tools (eg. Adobe XD)
- ◆ Source Control Tools (Git)
- ◆ User Testing Tools (HotJar, Full Story, LuckyOrange)
- ◆ Project Management Tools (Trello, YouTrack, JIRA)
- ◆ Visual Studio / VS Code
- ◆ HTML, CSS, JavaScript
- ◆ TypeScript & Pre-Compilers
- ◆ Google Analytics / Google Tag Manager
- ◆ Autodesk Maya
- ◆ Spine

## Hobbies

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Avid Gamer



Music Lover



Football



Grabbing Coffee!



Painting / Drawing



Movies

**Mr Søren Thygesen**

Game Development Manager

Spillehallen

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**Mr Sean McAllister**

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**Mr Christopher Vera**

Senior Digital Artist

Former 5 Live Studios (Satellite Reign), Krome Studios (Ty the Tasmanian Tiger)

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