MICHAEL ANDERSON

User Experience Designer

CONTACT

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- San Francisco, CA

EDUCATION

Bachelor of Fine Arts in Game Design

University of Southern California
2016-2020

SKILLS

- User Experience Design
- Player Research
- Usability Testing
- Data Analysis
- Game Development Collaboration
- Wireframing

LANGUAGES

- English
- Spanish
- French

Dynamic Human Factors Engineer with 4 years of experience in the gaming industry, specializing in user experience design for interactive applications. Proven track record of enhancing player engagement through innovative design strategies and usability testing. Skilled in conducting player research and translating insights into actionable design improvements. Experienced in collaborating with game developers and artists to create immersive user experiences.

💼 WORK EXPERIENCE

User Experience Designer
2020-2023

Playful Games Studio

- Developed user experience flows for new game titles to enhance player engagement.
- Conducted player testing sessions to gather insights on gameplay experience.
- Collaborated with art and development teams to create cohesive game interfaces.
- Analyzed player data to inform design decisions and improve usability.
- Facilitated workshops to gather feedback from players and stakeholders.
- Created design documentation to guide development teams on user experience requirements.

Junior User Experience Designer
2019-2020

Interactive Play Co.

- Assisted in the design of user interfaces for various video games.
- Conducted user testing to evaluate game mechanics and features.
- Gathered feedback from players to identify areas for improvement in gameplay.
- Supported the design team in creating wireframes and prototypes.
- Engaged with the community to collect player insights and suggestions.
- Contributed to the development of marketing materials focused on game features.

★ ACHIEVEMENTS

- Improved game interface design leading to a 25% increase in player satisfaction.
- Recognized for innovative design solutions that contributed to successful game launches.
- Presented user research findings at a national gaming conference.