

MICHAEL ANDERSON

Mobile UX Designer

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Proactive Mobile UX Developer with a focus on the gaming industry and over 5 years of experience in creating immersive mobile gaming experiences. Skilled in utilizing user feedback to design engaging interfaces that enhance gameplay and user interaction. Proven track record of collaborating with game designers and developers to deliver high-quality mobile products.

WORK EXPERIENCE

Mobile UX Designer | GameDev Studio

Jan 2022 – Present

- Designed intuitive user interfaces for mobile games, improving player engagement by 35%.
- Collaborated with game designers to align UX with gameplay mechanics.
- Conducted user testing sessions to gather feedback and refine designs.
- Utilized Unity to create interactive prototypes for testing gameplay experiences.
- Analyzed player data to inform design decisions and enhance user satisfaction.
- Participated in team meetings to brainstorm innovative game features.

UX Intern | Interactive Entertainment Co.

Jul 2019 – Dec 2021

- Assisted in designing user interfaces for various mobile games.
- Supported user testing efforts to gather insights on game usability.
- Created wireframes and prototypes to visualize game concepts.
- Engaged with players to understand their preferences and behaviors.
- Collaborated with the development team to ensure design consistency.
- Participated in creative brainstorming sessions to develop new game ideas.

SKILLS

Gaming UX Design

User Testing

Unity

Prototyping

Player Engagement

Collaboration

EDUCATION

Bachelor of Arts in Game Design

2017

University of Southern California

ACHIEVEMENTS

- Increased player retention rates by 20% through effective UX enhancements.
- Won 'Best Mobile Game Design' award at the Game Developers Conference.
- Contributed to a hit mobile game that achieved over 1 million downloads.

LANGUAGES

English

Spanish

French