

# RYAN A. PEARSON

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I am an industry veteran with 17+ years of game development experience, with an emphasis in UX/UI Design and Art. I am looking for a passionate, collaborative, and creative environment in order to continue creating, iterating, and innovating on the next generation of great game interfaces. As your new UX/UI specialist I would be honored to dedicate my talents, loyalty, and expertise to your amazing team.

## EXPERIENCE

2021 – PRESENT

**SENIOR UI/UX DESIGNER**, GLOBAL WORLDWIDE

Kingdom Maker

Since April, I have been responsible for designing UI Systems, visually mocking up, helping create the Style Guide--and even some implementation and layout in Unity.

2019 – 2020

**SENIOR USER INTERFACE ARTIST**, INTREPID STUDIOS

Ashes of Creation

As the sole Senior UI Designer and Artist, I was responsible for the design, wireframing, and asset creation on the up and coming MMORPG Ashes of Creation. I created prototypes and mockups, some of which I showcased on a livestream publicly.

2015 – 2019

**USER INTERFACE DESIGNER**, DIABLO—BLIZZARD ENTERTAINMENT

Diablo IV

I was responsible for designing, implementing, and iterating on new interfaces for a myriad of systems for two unannounced Diablo Projects. My contributions included social presence, notifications, chat, and other in-game related player interactions.

**USER INTERFACE ARTIST**, DIABLO—BLIZZARD ENTERTAINMENT

- Diablo III: Reaper of Souls
- Diablo III: Ultimate Evil Edition
- Diablo III: Rise of the Necromancer
- Overwatch
- Heroes of the Storm – Tracer Pack

I was responsible for creating, designing, scripting in XML/XAML, and implementation for countless User Interface features for the Diablo team. For four-months, I was the sole UI Artist/Designer on the team. Additionally, I was temporarily assigned to the Heroes of the Storm team for the Tracer Pack and the Overwatch team to assist with design, art, and implementation in order to assure those projects shipped on time. During my tenure on both teams, I worked on front-end, social screens, victory cards, and HUD elements.

2007 – 2015

**ASSOCIATE TECHNICAL ARTIST, BATTLE.NET—BLIZZARD ENTERTAINMENT**

**Battle.net Desktop App**

I designed interfaces, created art, animated, scripted in QML, and implemented various interactions and art assets for the Battle.net Desktop App.

**ASSOCIATE ARTIST, CORE/PLATFORM TECHNOLOGY—BLIZZARD ENTERTAINMENT**

- **Starcraft II: Wings of Liberty**
- **World of Warcraft: Wrath of the Lich King**
- **World of Warcraft: Cataclysm**
- **World of Warcraft: The Burning Crusade**

I was on multiple incubation teams which would eventually become the Battle.net App team. I was responsible largely for the implementation and creation of art assets for various installers, launchers, webpages, and tools.

2003 – 2007

**ASSOCIATE LEAD ANALYST, QUALITY ASSURANCE—BLIZZARD ENTERTAINMENT**

**World of Warcraft: The Burning Crusade**

It was during World of Warcraft: The Burning Crusade that I was promoted to Associate Lead Analyst and was responsible for assisting the Lead, and also organizing and leading Player Character and User Interface testing for the squad assigned to me.

**QUALITY ASSURANCE ANALYST, SQUARESOFT/BLIZZARD ENTERTAINMENT/EA LA**

- **Final Fantasy Tactics Advance**
- **Command & Conquer: Zero Hour**
- **Warcraft III: The Frozen Throne**
- **World of Warcraft**

As a Quality Assurance Analyst, I was responsible for the proofreading, editing, bugging, and testing various aspects of the following games.

## SKILLS

- Strong sense of interface design and functionality
- Expertise using Photoshop, Illustrator, Premiere, and After Effects
- Proficient with Figma/Adobe XD/Miro prototyping
- Skilled with Git and Perforce version control
- Experience with Unity/Unreal/Blender/Maya
- Knowledge of the languages: HTML/CSS/XAML/XML/QML
- Experience with Jira, Agile, and Kanban planning
- Consistent creativity and problem-solving skills
- Quick study—if I don't know it yet, I will learn it

## ACTIVITIES

At Blizzard, I organized and ran a companywide lunchtime User Interface team meetup where all the Interface Designers, Artists, and programmers would gather and share our current design and offer constructive feedback. Additionally, we would stream related GDC lectures and discuss theory of interface art and design.

In my spare time I am an ardent homebrewer of beer. I love to play and watch ice hockey. I am an avid gamer, table-top role-player, and musician. I collect comics, and movie memorabilia. I also enjoy videography, photography, and editing videos for friends, family, and co-workers.