CHANCELLOR GARDINER

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EXPERIENCE

Lead UX/Visual Designer, Project Manager 108webnovel.com, 4rose Studios
2019 – Present

- Designed UI Wireframes for web and mobile, then built them with HTML, CSS, and Javascript.
- Built UI Prototypes in Figma to ideate and test designs.
- Designed interactive webpages that enhance the web novel's story.
- Researched mediums and methods to best tell a digital story.
- Researched UX industry standards to create digital experiences.
- Experimented with unconventional UX methods, then ideated to make them accessible.
- Organized timelines and kept team on task to achieve production goals.
- Developed world building through branding and visual designs.

UX/UI Designer, Rogue Company First Watch Games, Hi-Rez Studios, Alpharetta, GA
JUNE 2021 – JULY 2023

- Designing UI/UX solutions with competitor research and wireframes.
- Self managing Figma design libraries to optimize design workflow.
- Visually designing UI elements to achieve UX goals and apply brand identity.
- Building user flow prototypes in Figma to quickly test and prove designs.
- Creating detailed design documentation for programmers to use to build out UI.
- Building, editing, and managing blueprint widgets in Unreal Engine.
- Advocating for user center design principles.
- Managing stakeholder needs and expectations.
- Performing quality assurance to address and fix bugs/defects.
- Designing responsive UI used across multiple platforms and devices for a AAA live service game.

UX/Brand Designer Copy Source, Bellingham, WA
FEB 2017 – AUG 2020

- Implemented brand identity into web experience.
- Focused on user first design to create a seamless online customer experience.
- Created sitemaps and user journeys to organize user flow and company product information.
- Used HTML/CSS to promote a strong company identity in the online user experience.
- Lead the design strategy for the online experience and worked with stakeholders to achieve it.

UX Design Intern Globant, Seattle, WA
JUNE 2019 – AUG 2019

- Designed UI wireframes for web and television.
- Built UI prototypes in Sketch & Zeplin to ideate and test designs.
- Established the look and feel of UI interactions.
- Used user centered design methodology to rebuild internal developer tools.
- Researched competitor product experience and identified best UX practices on the market.
- Identified and predicted user problems, then evaluate and implemented solutions.

EDUCATION

Design, BFA Art History Minor
Western Washington University, Bellingham, WA
SEPT 2015 – JUNE 2020

SKILLS

Technical
Adobe Creative Suite(Photoshop, Illustrator, After Effects), Figma, Sketch, Unreal Engine, Blueprint
Visual Coding, Blender, HTML & CSS, Javascript & Jquery Experience

Design
UI/UX, User Flows, Wireframes, Front-end Web Development,
Prototyping, Motion Graphics, Branding, Documentation, Accessibility.