# JOE NEEVES

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Senior UX/UI Designer with 6 years experience, looking to design unique experiences and push the envelope

#### TITLES WORKED ON

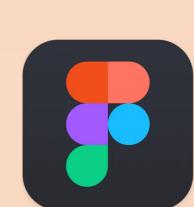
#### PROFICIENT IN

- · New World Amazon Games
- · Judas Ghost Story Games
- · Apex Legends Respawn
- Microsoft Flight Sim Asobo Studio
- · +4 projects under NDA













# RECENT EMPLOYMENT -

### SENIOR UX/UI DESIGNER - SPRUNG STUDIOS

AUGUST 2022 - PRESENT

I led the day-to-day of the project's design department, giving critique and guidance to junior- and mid-level designers on my team, while designing alongside them. I ensured that our decisions were well-researched, that systems designed met technical requirements and client expectations, and advocated for best UI practices and accessible design. I also worked with senior leadership to develop internal processes, and created tasks to help designers meet their personal development goals.

### UX/UI DESIGNER - SPRUNG STUDIOS

MARCH 2019 - AUGUST 2022

Starting as a Junior UX/UI Designer, I worked with multiple studios on 7 AA/AAA games. This involved both creating new systems based on GDDs, and taking existing systems and working with the client to problem-solve. I also worked to streamline the user flow, refine the UI direction, and iterate based on feedback from both Sprung and the client.

#### 2D ARTIST INTERN - GOBLIN BOSS GAMES

JULY 2018 - OCTOBER 2018

I worked with Goblin Boss in the run up to the release of their mobile game Aztec Golf. This primarily consisted of creating new and revising 2D assets for implementation based on the Lead Artist's design briefs.

# EDUCATION

MA GAMES - NORWICH UNIVERSITY OF THE ARTS

GRADUATED 2018

BA GAMES ART & DESIGN - NORWICH UNIVERSITY OF THE ARTS

GRADUATED 2017