

# JOE NEEVES

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LINKEDIN.COM/IN/JOENEEVES

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

## TITLES WORKED ON

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

## PROFICIENT IN



## 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