

# Evan Brown

Senior User Experience Designer  
15+ Years in Games and Entertainment

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## SUMMARY

User Experience Designer and UI Developer with 15+ years of experience in the interactive entertainment industry. Proven track record collaborating with teams to build experiences for PC, Console, and XR Platforms. Seeking to work side by side with other creative and technical professionals who share a passion for endearing experiences for us and our players.

## EXPERIENCE

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### Fuzzybot Inc. - Senior UX Designer / UX Lead

Aug 2022 - Oct 2025

Organized and executed UX Design and Development for the studio's debut title, Lynked: Banner of the Spark, starting with Pre Production prototyping and proof of concept testing. Promoted to the role of UX Lead to coordinate our UX/UI team for development of the title through Early Access and a full release on Steam, PS5, Xbox Series, Nintendo Switch, and Nintendo Switch 2.

**Key Responsibilities:** *Systems Design, Player Flows, Wireframing, Storyboards, Interaction Design, Playtesting, Player Feedback, Prototyping, Unreal Engine 4 UMG Implementation, 3rd Party Platform Compliance, Accessibility and Inclusivity*

### Schell Games LLC - Advanced UX/UI Designer

Feb 2012 - Mar 2022

Worked as UX Design and UI Development across multiple teams on a diverse portfolio of game and entertainment projects deployed on PC, VR, AR, and Mobile platforms.

**Key Responsibilities:** *Systems Design, Player Flows, Wireframing, Storyboards, Graphic Design, 3D Art, Interaction Design, Prototyping, Playtesting, Player Feedback, Unreal Engine 4 Implementation, Unity Implementation, Art Direction*

### Oculus Presence Platform AR Puzzle Game

Lead UX / UI Developer

Prototyped and Developed a standalone AR puzzle experience deployed on the Oculus Presence Platform. Defined main UX capabilities of Presence Platform functionality to craft intuitive and fun interactions, overcome player challenges, and deliver exciting moments for an effective AR puzzle adventure.

### Cloudbreakers Holoride Experience XR

Lead UX / UI Developer

Partnered with Holoride to design and build a vertical slice demo that leveraged their proprietary VR/AR automobile technology platform. Ideated and implemented primary UX moments and a UI Kit for the full demo.

### NDA Interactive Theme Park Attraction

Lead UX / UI Developer

Contracted to design and develop a hybrid digital interactive theme park attraction for a primary client. Collaborated with game and story teams to build the core user interface presented in the attraction vehicles, synchronized to the ride experience to guide guests and celebrate accomplishments.

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## EXPERIENCE

### Until You Fall VR

UX / UI Developer

Focused on conceptualizing, building, and iterating on the primary combat HUD of a VR Melee combat title with priority on the UX moments for player immersion, feedback, and comprehension.

### Google ATAP AR Prototype Experiences

Art Director, UX / UI Lead Designer

In partnership with Google ATAP, worked on a small team exploring meaningful multiplayer AR games for mobile devices. Served as Art Director and the Lead UX/UI Designer for prototype experiences and a rhythm movement game.

### Star Wars Jedi Challenges AR

UX / UI Developer

Worked in partnership with Disney, Lenovo, and Lucasfilm to build an AR lightsaber dueling experience for the Mirage AR system. Developed UX prototypes for research and user testing to bring findings into production of the complete suite of UI features for immersive combat interaction and feedback.

### Pittsburgh Zoo & PPG Aquarium Companion App

UX / UI Developer

Designed and Developed a mobile application for iOS and Android to serve as a companion guide of the Pittsburgh Zoo and PPG Aquarium. Responsibilities included UX/UI design and development, illustration, and graphic design for the main application and minigames deployed on mobile devices.

### Additional Shipped Titles

UX / UI Developer, Art Director

I Expect You to Die VR  
SECRET Experience  
Orion Trail  
Enemy Mind  
Pleasant Cove

Daniel Tiger's Make Believe  
Daniel Tiger's Tea Party  
Daniel Tiger's Fish Tank  
Game Sprout  
Waterbears

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## SKILLS

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### UX Design and UI Development

- User Research and Competitor Research
- Information Architecture and Systems Thinking
- Player Flows, Journey Mapping, Wireframes & Storyboarding
- Interaction Design and Prototyping
- Inclusivity and Accessibility Design
- Playtesting, Feedback Integration, and Iterative Design

### Tools & Technology

- Figma Design and Prototyping
- Google Documents, Miro, Syncsketch
- Unreal Engine 5 UMG and Unity UI Toolkit
- Adobe Creative Suite
- PC and Console Development

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## EDUCATION

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**Art Institute of Pittsburgh** - Bachelors of Game Art and Design

**Drexel University** - Mechanical Engineering and Digital Media