



STEPHAN DUBE

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LEAD UI/UX/VR/AR DESIGNER | VISUAL & MOTION DESIGNER | 3D ARTIST

23 years veteran visual artist for virtual and augmented reality and games.
I specialize in intuitive and contemporary UI/UX design.

SOFTWARE

Adobe Creative Suite, Invision, Unreal Engine 4 [UMG], Unity, Autodesk XSI, Scaleform.

EXPERIENCE

2K VISUAL CONCEPTS | Foothill Ranch, CA [2019 - Present]

Principle UI/UX Designer | Unannounced Project, NBA2K - Current gen

GNOMON | Hollywood, CA [2019- 2020]

Course Instructor | Personal Branding & Identity Development.

SURVIOS | Culver City, CA [2017 - 2018]

Lead UI/UX/VR Designer | Electronauts, Sprint Vector, Creed, Battlewake VR

SKYDANCE | Marina Del Ray, CA [2016]

Principle UI/UX/VR Designer | Archangel

WARGAMING | Chicago, IL [2014 - 2016]

Lead UI/UX Designer | World of Tanks

ACTIVISION BEACHHEAD | Santa Monica, CA [2013 - 2014]

Senior Mobile Visual Designer, UI/UX Designer & Motion Designer | Call of Duty Elite Mobile App

SONY ONLINE ENTERTAINMENT [SOE] | Austin, TX [2011 - 2013]

Lead UI/UX Designer & Motion Designer | DC Universe Online

TRION WORLDS | San Diego, CA [2009-2011]

Senior UI/UX Designer & Graphic Artist | Defiance

UBISOFT MONTREAL / UBISOFT TORONTO | [2005 - 2008]

Senior UI/UX Designer & Motion Designer, 3D Artist | Splinter Cell Blacklist, Rocky Balboa, Far Cry, Star Wars Lethal Alliance.

AUTODESK, SOFTIMAGE XSI, DISCREET | [2000 - 2005]

Product Support Specialist | XSI, 3ds Max, Combustion, Cleaner XL, Toxik

EDUCATION

Video Game Design, 3D Animation [1997]
National Academy of Design (N.A.D.) Montreal, Que. Canada

Graphic Art Program [1997]
La Cite Collegiale, Ottawa, Ont. Canada

GAME UX | SUMMIT 2018

<https://youtu.be/8wG4lhRzLjk>