

## **SD** STEPHAN DUBE

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### **PRINCIPAL UX/UI/VR DESIGNER | VISUAL & MOTION DESIGNER | TEACHER | MENTOR**

Experienced video game industry professional with 25 years of expertise in creating intuitive and contemporary UX/UI designs. Skilled instructor for UX/UI in game development and proficient in building communities for UX/UI designers on Facebook and Discord.

### **SOFTWARE**

Adobe Creative Suite, Unreal Engine 5 [UMG]

### **EXPERIENCE**

#### **ARRIVANT | Los Angeles, CA [2022 - 2023]**

Principal UX/UI Designer - Star Garden

#### **FOUNDER OF UIPEEPS.COM - FB COMMUNITY | [2021 - Present]**

Course Instructor - Community Manager [FB + Discord] | UX/UI for Gamedev

#### **LAGUNA COLLEGE OF ART AND DESIGN - LCAD | Laguna, CA [2021 - Present]**

Course Instructor | UX/UI for Gamedev

#### **ART CENTER | Pasadena, CA [2021 - Present]**

Course Instructor | UX/UI for Games | ACX-612

#### **READY AT DAWN / META | Irvine, CA [2020 - 2022]**

Lead UX/UI Designer | Lone Echo II, Echo VR, Unannounced Project

#### **2K VISUAL CONCEPTS | Foothill Ranch, CA [2018 - 2020]**

Principal UX/UI Designer | Lego 2K Drive, NBA2K

#### **GNOMON | Hollywood, CA [2018 - 2020]**

Course Instructor | Personal Branding & Identity Development.

#### **SURVIOS | Culver City, CA [2016 - 2018]**

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

#### **WARGAMING | Chicago, IL [2014 - 2016]**

Lead UX/UI Designer | World of Tanks

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

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

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

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

#### **TRION WORLDS | San Diego, CA [2008 - 2010]**

Senior UX/UI Designer & Graphic Artist | Defiance

#### **UBISOFT MONTREAL / UBISOFT TORONTO | [2005 - 2008]**

Senior UX/UI 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

#### **GNOMON | LEVELING UP UX/UI IN GAME PRODUCTION**

<https://www.youtube.com/watch?v=4qARb19-y6M>

#### **INTERVIEW | INTERFACEINGAME.COM**

<https://interfaceingame.com/articles/interview-with-stephan-dube>

#### **ADOBE MAX 2021**

<https://adobe.ly/3vgNIYm>

#### **GAME UX | SUMMIT 2018**

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