

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, Figma, Unreal Engine 5 [UMG]

EXPERIENCE**PRINCIPAL UX/UI DESIGNER | ARRIVANT****[7 MONTHS]****STAR GARDEN**

- Led end-to-end UX/UI design for Star Garden game.
- Created wireframes, prototypes, and visual assets for menus, HUD, and UI elements.
- Conducted user testing and gathered feedback for iterative improvements.
- Collaborated with cross-functional teams to maintain visual consistency and design coherence.

LEAD UX/UI DESIGNER | READY AT DAWN / META**[2 YEARS]****LONE ECHO II, ECHO VR, UNANNOUNCED PROJECT**

- Led accessibility implementation in video games, ensuring compliance with industry standards.
- Managed UX/UI design team, providing leadership and fostering innovation.
- Streamlined production and improved efficiency through optimized design processes.
- Collaborated with cross-functional teams to integrate UX/UI design seamlessly.
- Conducted user research and usability testing to inform design decisions.
- Created wireframes, mockups, and prototypes for feedback and iteration.
- Cultivated a culture of creativity, collaboration, and continuous learning.

COURSE INSTRUCTOR UX/UI IN VIDEO GAMES | LCAD & ART CENTER**[2 YEARS - PRESENT]**

- Teach UX/UI for game development to MFA and BFA students, emphasizing practical skills and industry standards.
- Provided students with personalized feedback and mentorship to improve their skills and understanding of the subject matter.
- Refine syllabus and course content to prepare students for game industry careers.
- Deliver engaging lectures and hands-on activities to facilitate learning.
- Provide individualized feedback and support to foster student growth.

SENIOR UX/UI DESIGNER | 2K**[2 YEARS]****LEGO 2K DRIVE, NBA2K**

- Produce visual assets for game features, UI elements, and icons, from sketches to high-fidelity comps.
- Establish art practices and pipelines, mentoring designers for efficient and high-quality production.
- Decide on visual style to enhance usability and create immersive experiences with thematic consistency.
- Collaborate with engineers to seamlessly integrate design, art, and motion into game engines.

LEAD UX/UI DESIGNER | SURVIOS**[2.5 YEARS]****SPRINT VECTOR, CREED, ELECTRONAUTS, BATTLEWAKE, WESTWORLD**

- Established pipelines to meet UX/UI needs across departments, optimizing workflows.
- Created comprehensive documentation for streamlined and efficient UX/UI design practices.
- Designed and implemented user-friendly VR interfaces.
- Developed interactive prototypes using inVision & Adobe XD.
- Collaborated closely with designers and engineers for UI implementation.
- Produced diverse UI game assets, including icons, fonts, backgrounds, animations, 3D assets, and effects.
- Optimized VR interface pipeline using next-gen technology.
- Created motion graphics in After Effects to demonstrate various animations.
- Managed multiple projects, delivering high-quality work within tight deadlines.
- Generated UX flows, wireframes, prototypes, collected user feedback, and produced in-game UI art.

LEAD UX/UI DESIGNER | WARGAMING**[2 YEARS]****WORLD OF TANKS**

- Set up UX/UI protocols and pipelines for collaborative workflows across departments.
- Assisted in scoping, planning, and tracking project milestones and priorities.
- Facilitated communication between UX/UI Designers and external partners.
- Reported updates in daily lead meetings/scrums to the team and upper management.
- Managed Jira bugs and tasks to ensure timely completion by the UX/UI team.
- Conducted performance reviews for the UX/UI team, offering constructive feedback.
- Provided scheduling assistance and supported the team in overcoming roadblocks.

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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

SPEAKING ENGAGEMENTS

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>