



STEPHAN DUBE

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512.739.8281

EXPERIENCED UX / UI / VISUAL / MOTION DESIGNER | TEACHER | MENTOR

With 20+ years of experience in the video game industry, I specialize in creating intuitive and contemporary UX/UI designs.

I have a robust background working across various platforms, including VR, AR, consoles, PC, and mobile.

My role as a skilled instructor for UX/UI in game development has allowed me to share my knowledge and mentor aspiring UX/UI designers.

SOFTWARE

Adobe Creative Suite, Figma, Unreal Engine 5 [UMG], Unity

EXPERIENCE

LEAD PRODUCT UX/UI DESIGNER | PLAYGIG

MARCH 2024 - JULY 2025

MYSTIC KINGDOMS

- Create documentation, personas, storyboards, sketches, wireframes, prototypes, and high-fidelity mockups.
- Collaborate closely with the game design team to create and maintain comprehensive documentation and efficient design pipelines.
- Help establish guidelines and standards for visual language across all product lines by generating an art library and an art style with design systems.
- Lead the design and development of monetization strategies, ensuring seamless integration into the game experience.
- Collect and analyze user data to make informed design decisions, improving the overall user experience.

PRINCIPAL UX/UI DESIGNER | ARRIVANT

NOV. 2022 - MAY 2023

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.
- Created motion graphics in After Effects to demonstrate various animations.
- Collaborated with cross-functional teams to maintain visual consistency and design coherence.
- Collaborated closely with designers and engineers for UI implementation.

LEAD UX/UI DESIGNER | READY AT DAWN / META

OCT. 2020 - NOV. 2022

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 & UIPEEPS.COM

JAN. 2020 - 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 / VISUAL CONCEPT

JUL. 2018 - OCT. 2020

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.
- Created interactive prototypes to gather user feedback.

LEAD UX/UI DESIGNER | SURVIOS

MAY 2016 - JUL. 2018

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.
- Produced diverse UI game assets, including icons, fonts, backgrounds, animations, 3D assets, and effects.
- Optimized VR interface pipeline using next-gen technology.
- 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

MAY 2014 - APR. 2016

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.

SENIOR MOBILE VISUAL DESIGNER | ACTIVISION

MAY 2013 - MAY 2014

CALL OF DUTY GHOST MOBILE APP

- Designed UX/UI mockups and wireframes for Call of Duty mobile app on iOS, Android, and Windows platforms.
- Collaborated with design and technology teams to develop interface concepts and prototypes.
- Worked closely with engineers to ensure assets met technical specifications and requirements.
- Maintained image directories and developed naming conventions, while adhering to established visual styles.
- Collaborated with cross-functional teams to maintain visual consistency and design coherence.

LEAD UX/UI DESIGNER | SOE

APR. 2011 - MAY 2013

DC UNIVERSE ONLINE

- Managed junior UI designer and established style guides, templates, and asset management for all UI elements.
- Designed and implemented wireframes, mock-ups, task flows, and UI specifications using Unreal Engine and Scaleform.
- Collaborated with cross-functional teams including Art Director, game designers, QA, producers, and programmers to create and implement game UI.
- Produced visual mood boards and animated mockups in After Effects for communication and presentation purposes.

SENIOR UI DESIGNER | UBISOFT TORONTO

SEP. 2010 - MAR. 2011

SPLINTER CELL BLACKLIST

- Managed junior UI designer and established style guides, templates, and asset management for all UI elements.
- Designed and implemented wireframes, mock-ups, task flows, and UI specifications using Unreal Engine and Scaleform.
- Worked with the programming team to realize the artistic vision by designing a distinctive interface style and interaction.
- Helped create interactive prototypes and UI specifications, including screen layouts, color palettes, typography, and user-interface elements.

SENIOR UX/UI DESIGNER | DOUBLE HELIX

AUG. 2008 - AUG. 2010

FRONT MISSION EVOLVED, GIJOE

- Collaborated with cross-functional teams to design, create and implement game UI using Scaleform.
- Contributed to the creation of interactive prototypes, screen layouts, typography, and user-interface elements.
- Optimized vector art/SWF to enhance menu responsiveness and UI loading time.
- Delivered wireframes, flowcharts, screen mockups, and interface design specifications.

3D ARTIST & UI DESIGNER | UBISOFT MONTREAL

MAY. 2005 - JUL. 2008

ROCKY BALBOA, OPEN SEASON, FARY CRY, STAR WARS

- Conceptualized and designed UX/UI using Flash & After Effects by researching brand and user requirements and collaborating with game designers.
- Integrated UI design with visual identity of the game by coordinating with Artistic Director and programming team.
- Produced 3D game assets for Open Season, Star Wars Lethal Alliance and Far Cry using Ubisoft's proprietary software (Magma).

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://www.youtube.com/watch?v=bp_n2cBBlow

GAME UX | SUMMIT 2018

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