



STEPH MARCUS

UX/UI DESIGNER

CONTACT

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Brighton, UK

EDUCATION

2015-2016

Birmingham City University

- Masters in Game Development (Distinction)

2009 - 2012

University Of Gloucestershire

- BA (Hons) Illustration

SOFTWARE

- Figma, Sketch, Axure
- Adobe Suite (Photoshop, illustrator, After effects)
- Engines (Unity & UE5)
- Perforce
- Jira

SHIPPED GAMES

- Sea of Thieves - Rare
- Halo Infinite - 343i
- Prince of Persia: The Lost Crown - Ubisoft Montpellier
- Suicide Squad - Rocksteady
- Plants vs Zombies 3 - Popcap
- Call of Duty: Modern warfare & Mobile - Activision
- Battlefield 2048 - DICE
- New World - Amazon
- Elder scrolls online - Zenimax

PORTFOLIO

Steph-marcus.com

PROFILE

A Senior UX/UI designer with over 8 years of experience in the games industry and a background in illustration.

Over the years I've had the pleasure to work and lead teams on a wide variety of games and studios working as a part of Sprung Studios co-development teams.

WORK EXPERIENCE

Sprung Studios

2017 - PRESENT

Head of UX/UI

- Team Development:** Led and mentored the Brighton team of UX/UI designers, fostering a culture of creativity, collaboration, and continuous improvement.
- Cross-discipline Collaboration:** Worked closely with production, engineers, and game design teams to create cohesive and scalable design systems.
- Design Systems & Processes:** Implemented company-wide workshops and new processes to help improve design workflows and team collaboration
- Team growth:** hiring and onboarding process of new designers.

Sprung Studios (continued)

2017 - Present

Lead UX/UI Designer

- Lead multi-discipline teams:** Working as an extension of the client's team, integrating with their pipelines on multiple projects.
- Communicated design ideas to stakeholders** and ran workshop meetings
- Collaborated with a cross-functional team** to implement designs onto various game engines from Unreal, unity and various proprietary engines
- Collaborated UXR department:** Outlined information requirements to the team to help co-ordinate their user testing to make sure we had data-driven design decisions.
- Designer development:** Worked closely with designers and junior designers on the teams to help improve our workflow and boost confidence
- Collaborated with studio client teams:** to provide expert guidance on the optimal direction for player-focused UX and UI designs, ensuring user-centred strategies and impactful results.

SHIPPED GAMES CONTINUED

- **ChuChu Rocket Universe** - Sega Hardlight
- **Rend** - Frostkeep
- **Dancing with the Stars** - Exient

HOBBIES

- Illustration
- Podcasting
- Gaming
- Dog walks

WORK EXPERIENCE CONTINUED

- **Sprung Studios continued** 2017 - PRESENT
UX/UI Designer
 - **Produced all aspects of UX:** competitor research, flows, wireframes, accessibility guidelines and prototypes.
 - **Produced all aspects of UI:** Visual direction, style guides, and final asset preparation for implementation
- **Exient - Leminton Spa** 2016
Junior UI Designer
 - **Worked on Dancing with the Stars Mobile**
 - **Created UI designs** for various screens across the game in collaboration with senior UI artist and creative director
 - **Created motion graphics** to accompany designs
 - **Implemented** designs and animations into Unity

REFERENCES

Available upon request