

Hi, hope you are having a good day!

I am a UI/UX and visual designer searching for a remote full time or part time position. With over 8 years of experience and a passion for creating user-centric digital experiences, I am confident in my ability to bring value to your team.

My Experience:

Previously a senior UI/UX designer at Two Bulls, working on the Metaverse project Translucia. My focus was establishing a design system while working on wireframes and prototypes for a web feature. Unfortunately, the project lost its funding and my team was made redundant.

Prior to Two Bulls, I was employed with Immutable for 3 years as their senior UI/visual designer, dedicated to the flagship game Gods Unchained. I collaborated with cross-functional teams to ensure a seamless user journey from the website to our desktop/mobile app, and also in-game.

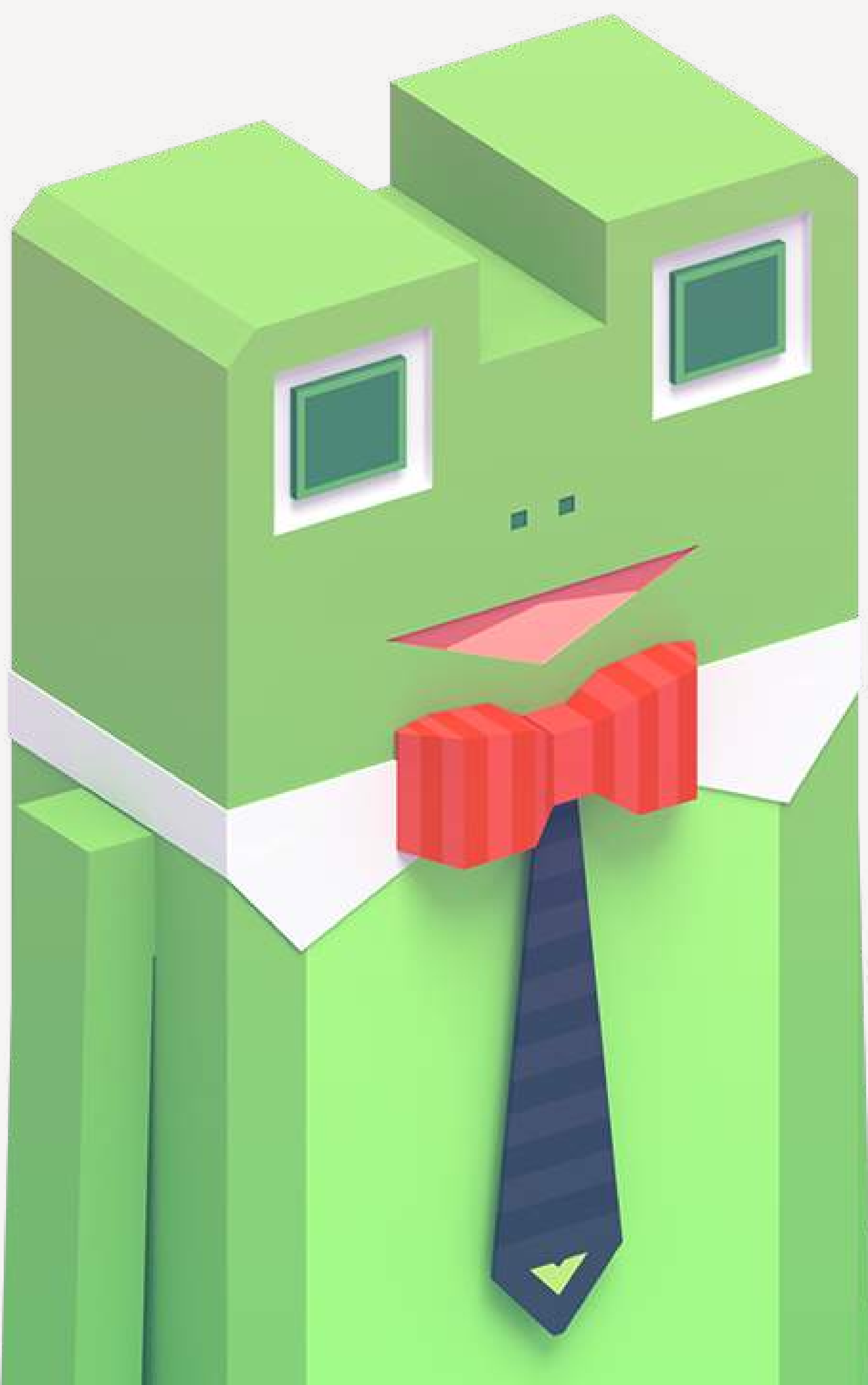
My Skills:

Creating wireframes, high-fidelity prototypes, and UI design for responsive web and mobile apps. Maintaining and building design systems. Branding and visual design for marketing collateral. Collaborate closely with engineers to implement designs. Experience with user research and testing. Proficient in a variety of design tools, including Figma, Sketch, and the Adobe Creative Suite.

For details, please refer to my resume on the next page and a link to my online portfolio below.

Online Portfolio silentclowns.co

Cheers,
Amy



Amy Tsai

Senior UI/UX Designer ♦ Visual Designer

Contact

 thesilentclowns@gmail.com

Hideouts

 silentclowns.co

 [@silentclowns](https://twitter.com/silentclowns)

 art.silentclowns.co

 linkedin.com/in/theamysai

Skill Set

Design Skills

- Design systems**
Creating & maintaining design systems.
- UI design**
Designing responsive web and mobile user experiences. Knowledge of typography, layout, & design practices.
- Visual design**
Creating pixel perfect on-brand visuals for the digital space, as well as experience with print.
- Branding & style guides**
Branding & creating style guides. Designing with established style guides, ensuring visual consistency.
- UX & user research**
Creating wireframes & high fidelity interactive prototypes. Experience with design research methods.

Tools

- Product design tools**
Figma, Sketch
- Prototyping tools**
Figma, InVision, Balsamiq
- Adobe Suite**
Photoshop, Illustrator, After Effects
- Project management, documentation, collaboration**
Jira, Confluence, Miro, Mural

Other Skills

- Collaboration**
Working with stakeholders and designing experiences to meet their requirements. Collaborating with other designers (UI/UX/Product) and front-end development teams.
- Communication**
Presenting designs to stakeholders & provide clear rationale for design decisions and recommendations.
- Adapting & learning**
Love acquiring new skills and adopting new tools as needed.
- Agile experience**
Years of experience working in an Agile environment.

Employment History

Two Bulls

2022 - 2023

Senior UI/UX Designer

UI/UX designer for Two Bull’s Metaverse project, Translucia, working on both the website team & game prototype team.

- Worked with the website team to design & prototype the Translucia **website**.
- Designed & created the prototype for a web based **character creator**.
- Establish an early **design system** for the game prototype.

Immutable

2019 - 2022

Senior UI & Visual Designer

UI & visual designer for Immutable’s flagship game Gods Unchained. Was responsible for design across all aspects of the experience.

- Establishing the Gods Unchained **style guide**
- Worked with front-end development team to create a **design system**
- Branding** for all game expansions & events
- Desktop/mobile application & website **UI design**
- Visual design** for social media assets, EDM design, Twitch broadcasting graphics, video assets, and all marketing collateral.

Freelance work

2016 - 2019

UI/UX & Visual Designer

Moved to London and travelled around Europe while taking on freelance design work with Riot Games and other clients.

- Rebranding & creating style guides
- Responsive web UI/UX design
- Design, developing and maintaining Wordpress websites
- Creating social media assets, broadcasting graphics, video editing

Riot Games

2015 - 2016

Visual Designer

- Responsive website design
- Online marketing material & social media assets
- Creating Infographics, photo retouching & manipulation
- Posters, flyers, event graphics & merch design

UBank

2014 - 2015

UI/UX & Visual Designer

- Responsive web UX design, wireframing & interactive prototypes
- Responsive web UI design
- Mobile/web application wireframing & UI design
- Blog illustration/graphics creation

Freelance work

2013 - 2014

UI/UX & Visual Designer | Front-end Developer

- Mobile application UI/UX design
- Responsive web design & development
- Developing and maintaining Wordpress websites
- Branding, logo design & creating social media assets & EDMs

Clients included various small businesses, start ups, and within design agencies such as Leedham Creative.

Sony Music

2011 - 2013

Online Creative

Website design & development, social media assets, online promotional material. All graphic related duties.