



RYAN A. PEARSON

UI | UX | VISUAL DESIGNER



PROFESSIONAL
Industry veteran with over 20 years of experience crafting quality games



INNOVATIVE
Avid gamer who stays current on trends and technology



ACCOMPLISHED
Shipped 10+ AAA titles on PC, Console, Mobile, and VR

CONTACT



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WEBSITE
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LINKEDIN
ryanapearson

SKILLS & TOOLS

UI | UX DESIGN

- Wireframing • Flow Diagrams
- Interactive Prototypes • Usability Testing
- Art Style Guides • Mobile UX
- VR/MR Design

TOOLS | PLATFORMS

- Unity (UI Toolkit, Animator, Widgets)
- Unreal Engine (Blueprints) • Adobe XD
- Figma • Miro • Jira • Confluence

VISUAL | MOTION DESIGN

- Adobe Photoshop • Illustrator
- After Effects • Premiere Pro • Audition

CAREER SUMMARY

Experienced Senior UI/UX Designer with over 20 years in game development, specializing in Unity-based interfaces across VR, mobile, and AAA platforms. Proven track record simplifying complex interactions through iterative design and clear user flows. Adept at partnering with engineering teams to bring interfaces to life from wireframe to implementation, with a collaborative, feedback-driven approach. Passionate about intuitive interaction design in emerging platforms like mixed reality, with a focus on usability, accessibility, and polished player experience.

WORK EXPERIENCE

November, 2024

May, 2022

SENIOR UI/UX DESIGNER

SKYDANCE INTERACTIVE

Projects: The Walking Dead: Saints and Sinners Chapter 2 | Unannounced Game | Behemoth

- Directed cross-discipline UI/UX efforts across VR titles, leading flowcharting, wireframing, and interaction design for inventory, navigation, and contextual interfaces
- Collaborated directly with engineers to implement Unreal UI widgets, ensuring functionality across VR platforms with minimal latency and intuitive response
- Managed external art and dev resources, reducing UI development cycle while maintaining visual fidelity
- Delivered high-fidelity motion mockups using After Effects to communicate gameplay feedback states and transitions

May, 2022

April, 2021

SENIOR UI/UX DESIGNER

GLOBAL WORLDWIDE

Projects: Kingdom Maker

- Designed and implemented complete mobile UI systems in Unity, optimizing for multi-touch interactions, performance, and screen responsiveness
- Developed and maintained UX documentation, style guides, and live prototypes, improving onboarding flow efficiency and consistency across marketing and game builds
- Partnered with engineering to rapidly test and iterate on new UI patterns and toolsets, enabling weekly user testing and fast turnaround on feedback

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"A USER INTERFACE IS LIKE A JOKE. IF YOU HAVE TO EXPLAIN IT, IT'S NOT THAT GOOD." — MARTIN LEBLANC

"A JACK OF ALL TRADES IS A MASTER OF NONE, BUT OFTEN TIMES BETTER THAN A MASTER OF ONE." — UNKNOWN

SKILLS & TOOLS CONTINUED

COLLABORATION | IMPLEMENTATION

- Cross-Functional Team Leadership
- Agile Development • Unity UI Integration
- XML/XAML Implementation
- Engineering Partnershipv

PLATFORMS | GAME TYPES

- Mixed Reality (VR/MR)
- Mobile (iOS, Android)
- PC & Console (AAA) • Live Service
- Multiplayer Systems • Narrative UX

WORKSHOPS

BEYOND THE HUD

Instructor: Stéfano Girardelli

 <https://bthud.com/>

PSYCHOLOGY OF THE GAMER | UNCONSCIOUS BIAS & INCLUSION IN THE WORKPLACE

Instructor: Celia Hodent

 <https://igda.org/event/unconscious-bias-inclusion-in-the-workplace-workshop>

REFERENCES AVAILABLE ON REQUEST

WORK EXPERIENCE CONTINUED

October, 2020

October, 2019

SENIOR USER INTERFACE ARTIST INTREPID STUDIOS

Projects: Ashes of Creation: Apocalypse | Ashes of Creation

- Spearheaded the HUD redesign and streamlined siege mechanic interfaces for Ashes of Creation: Apocalypse, enhancing player clarity and reducing visual clutter in high-combat scenarios
- Designed and delivered high-fidelity mockups and custom 2D UI assets for core systems including player nameplates, chat, and character creation screens, ensuring consistency with the game's visual identity
- Directed the animation and interactive behavior of the quest tracking UI, using motion mockups to communicate transitions, priority states, and dynamic content updates
- Partnered closely with engineering to build and polish Unreal Engine widget blueprints, implementing responsive layouts, interactive feedback states, and visually cohesive button styles

August, 2019

February, 2003

USER INTERFACE ARTIST | DESIGNER BLIZZARD ENTERTAINMENT - GAME TEAMS

Projects: Diablo III: Reaper of Souls | Diablo III: Ultimate Evil Edition
Diablo III: Rise of the Necromancer | Overwatch | Heroes of the Storm – Tracer Pack
Unannounced Game | Diablo IV

- Designed, implemented, and iterated on multiple core UI systems, contributing art assets and functionality across major game features
- Led UX and visual design for in-game chat and quest tracking systems, improving usability and player flow in large-scale multiplayer environments
- Concepted and prototyped the Hero Selection and Character Creation screen for the BlizzCon demo, showcasing streamlined onboarding and player identity features
- Directed UI design and visual development of iconic interfaces like the Horadric Cube and Armory, balancing immersive fantasy with functional clarity
- Collaborated with engineering to implement UI components using XML/XAML, ensuring performance, consistency, and responsiveness across platforms
- Acted as the sole UI Artist/Designer for five months, owning all interface design responsibilities during a critical development phase
- Supported UI implementation and polish on cross-team projects, including Heroes of the Storm and Overwatch, maintaining visual cohesion and usability standards

QA ANALYST | ASSOCIATE ARTIST TECHNICAL ARTIST

BLIZZARD ENTERTAINMENT - SUPPORT TEAMS

Projects: Warcraft III | The Burning Crusade | Wrath of the Lich King | Starcraft II: Wings of Liberty
Cataclysm | Diablo III | Battle.net App

- Served as Lead QA Analyst for the PC/UI team on World of Warcraft, specializing in interface testing and ensuring functional stability across multiple expansions
- Collaborated with UI artists and engineers to review and validate interface tools, installers, and visual components, contributing design feedback and early mockup iterations across multiple game teams
- Supported the design and refinement of the StarCraft II: Wings of Liberty installer, with contributions that helped the UI gain recognition in industry reviews
- Assisted engineering with QML/XML implementation for the Battle.net App, helping animate and test UI behaviors to ensure consistency across builds
- Developed a passion for immersive UI/UX through daily collaboration with senior designers, gradually expanding responsibilities from QA validation to visual concept support