

# JOANNA STRINGER

User Interface Designer + Games Artist



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## EXPERIENCE *(most recent)*

*October 2015 - May 2016*

**Beyond Games - Senior UI/UX Designer**

San Francisco, CA

Designed UI/UX for upcoming military strategy mobile game. Developed the UI style and created a style guide for junior team members to follow. Exported game-ready assets and wrote implementation documentation for engineers. Worked with engineering team to adapt engine pipeline for implementation.

*June 2014 - October 2015*

**Pocket Gems - Senior UI/UX Designer**

San Francisco, CA

Designed UI/UX for mid-core mobile title. Created wireframes, icons, animated motion comps, and final assets. Led production of UI during game launch. Created views using in-house tools. Mentored new team members and screened candidates.

- **War Dragons** (*iOS + Android*)

*January 2012 - May 2014*

**TinyCo - Senior UI/UX Designer**

San Francisco, CA

Designed UI/UX for key games. Mentored new team members and screened candidates. Led UI on concept pitches for 3rd party IPs. Led UI initiative to develop in-house tools. Solidified team-wide asset pipeline.

- **Marvel Avengers Academy** (early concept + pitch) (*iOS + Android*)
- **Family Guy: The Quest For Stuff** (*iOS + Android*)
- **Tiny Monsters** (*iOS + Android*)
- **Tiny Castle** (*iOS + Android*)



## EDUCATION

**B.A. Fine Arts**

Emphasis: Digital Printmaking

University of California, Santa Cruz

2009

**Minor - East Asian Studies**

Emphasis: Japanese language + history

University of California, Santa Cruz

2009



## EXPERTISE

Photoshop

Illustrator

Maya

Unity + NGUI

Flash + Scaleform

HTML + CSS

Beginner

Intermediate

Advanced