

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