

Joanna Stringer

Senior UI/UX Designer

 jojostring@gmail.com

 www.alchemyprodigy.net

 linkedin.com/in/joannastringer

I am a UI Artist and UX Designer with 14+ years experience working in games.
I strive to create clean, funtional, beautiful UI with a player-first mindset.



Experience (most recent only)

June 2020 - Present

Los Gatos, CA (remote)

Cryptic Studios - Senior UI Artist

UI/UX on the MMO Star Trek Online. I created features, icons and images in the game's existing style while incorporating visuals from new Star Trek series.

Joined preproduction on a new project in early 2023, where I led development of the game's UI art style, implemented assets in Unreal Engine, created wireframes, mockups, and styleguides, and onboarded a second Senior UI/UX Designer.

- **Star Trek Online** (*PC & console*)
- **Unannounced Title** (*PC & console*)

June 2019 - June 2020

San Francisco, CA

Topgolf Media - Senior UI/UX Designer

UI/UX on a cartoon-style golfing mobile game. As the first UI Designer on this team, I established the UI pipeline and onboarded new hires.

Other responsibilities included UX flow and wireframes, interactive prototypes, final UI style concepts, creating styleguides, and implementing exported assets into Unity.

- **Shank Stars** (*mobile*)

June 2018 - December 2018

Redwood Shores, CA

EA/Maxis - UI Designer (contractor via ProUnlimited)

Created feature UI and various icons for The Sims mobile, including overhauls of the existing Live Events and Daily Tasks systems. Worked with UX Design and Game Design teams to realize vision, and with other UI Designers to ensure the game's look and feel remained consistent while breaking new ground.

Implemented designs using in-house tools, working closely with Engineering.

- **The Sims Mobile** (*mobile*)

June 2016 - May 2018

San Francisco, CA

KIXEYE - Senior UI/UX Designer

Designed UI/UX for real-time strategy games, creating features, icons, wireframes, user flows, motion comps and effects, and implemented files in Flash and Unity.

Also led UI/UX on a companion app. Created style guides and mentored new hires.

- **Battle Pirates** (*browser*)
- **Battle Pirates HQ** (*mobile companion app*)
- **War Commander** (*browser*)
- **War Commander: Rogue Assault** (*mobile*)

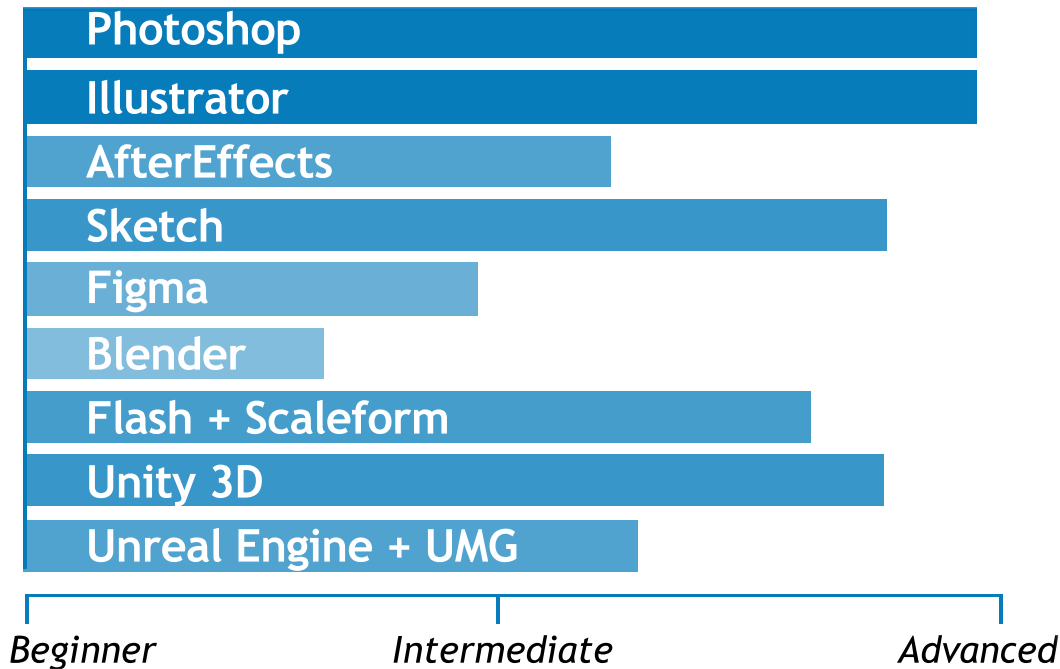
Joanna Stringer

Senior UI/UX Designer

(Continued)



Expertise



Also proficient in:

Version control (Perforce, Git, SVN, Mercurial), HTML + CSS, 3D model and animation pipeline in Autodesk Maya. Some limited experience with C# and C++.



Education

B.A. - Fine Arts

Emphasis: Illustration and Digital Printmaking
University of California, Santa Cruz

2009

Minor - East Asian Studies

Emphasis: Japanese language and history
University of California, Santa Cruz

2009

References available upon request.