SHIRONNE PEIRIS

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Summary

With over ten years in the gaming industry, I've been a Senior UI / UX Designer at Techland, a leading AAA game developer. Using Adobe CC suite and Figma, I've crafted captivating user interfaces for titles like "Dying Light 2" and an Unannounced AAA Open-World RPG, focusing on enhancing gameplay, narrative, and visual appeal.

Previously, as a Senior UI Artist at CD Projekt Red, I contributed to projects such as "Gwent: The Witcher Card Game", "Thronebreaker", and "Gwent Mobile". I also honed my skills at Ubisoft, working on titles like "The Division", "The Crew", and "Grow Home". My passion lies in creating engaging UI / UX experiences for a global audience.

I thrive on game design and development, constantly seeking to expand my skill set and industry knowledge. I'm excited to bring my UI / UX design expertise to new projects and collaborate with teams to create gaming experiences that delight players worldwide.

Skills

- Photoshop
- Illustrator
- After Effects
- Adobe XD

- Unity
- Figma
- Wireframing
- Prototyping

- UX + UI
- Documentation
- Console / PC / Mobile
- Single Player / Multiplayer

Work History

SENIOR UI / UX DESIGNER, 04/2019 - 08/2023
Techland, Warsaw, Poland

- Designed compelling UX and UI art for Menus and HUD elements for two AAA games: an Unannounced AAA title and "Dying Light 2".
- Managed multiple projects simultaneously, switching between varying project features and requirements to meet deadlines and expectations.
- Crafted intuitive UI / UX solutions for complex open-world, action-adventure, and RPG games with a diverse and deep feature set.
- Utilised Techland's internal C Engine UI editor to develop and refine UI designs, to assist the development process and enhance visual aesthetics.
- Produced wireframes, mockups, and presentation materials to communicate design concepts and collaborate with cross-functional teams.
- Iterated on designs based on feedback, solving complex problems and providing design solutions while adhering to tight production constraints.

- Developed interactive prototypes using Adobe XD, InVision, and Atomic, with additional skills in creating animated examples using After Effects.
- Redesigned and streamlined UI features to enhance usability and user engagement. Contributing to post-launch feature enhancements and improvements.
- Delivered high-quality visual assets with a detailed, textured art style within tight deadlines collaborating with the Art Director to ensure UI met AAA standards.
- Drove UI feature requirements from conception to implementation. Close collaboration with game designers and programmers to achieve cohesive and polished UI / UX.
- Created documentation to facilitate efficient communication and alignment of design intentions across multiple departments.
- Developed production planning documents to manage independent work, addressing priorities and dependencies in a dynamic work environment.
- Collaborated in a team for feature development + worked independently, demonstrating initiative and problem-solving skills to achieve project goals.
- Identified and documented aesthetic and technical factors impacting interface quality and consistency, ensuring a cohesive and immersive player experience.

SENIOR UI ARTIST, 05/2016 - 04/2019
CD Projekt Red, Warsaw, Poland

- Created AAA quality UX Design and UI artwork for menus and HUD elements across three interconnected games: "Gwent: The Witcher Card Game", "Thronebreaker", and "Gwent Mobile".
- Designing across Console / PC/ Mobile / Tablet. Consistently meeting tight deadlines and adapting to project requirements. Taking UI feature needs from concept to implementation, ensuring cohesive and quality interfaces across various features.
- Developed intuitive UI / UX solutions for a complex strategy card game with adventure and RPG elements. The majority of the game consisted of UI.
- Utilised Unity, to refine UI designs, enhance visual aesthetics, and adapt to evolving requirements. Created prototypes with the use of Adobe XD and Atomic.
- Collaborated closely with a variety of departments to iterate designs, and improve UI / UX. The game was a live service and involved addressing community feedback on a regular basis.

UI ARTIST, 09/2011 - 04/2016
Ubisoft Reflections, Newcastle, England

- Created AAA quality UX Design and UI artwork for menus and HUD elements in four games: "The Division" - an Online RPG Shooter, "Grow Home" - a fun and friendly Platformer, and "The Crew" - an Online Open world RPG Racing game.
- Designing cross-platform features, consistently meeting tight deadlines and adapting to project requirements. Taking UI feature requirements from concept to implementation, ensuring cohesive and quality interfaces across various games.
- Developed intuitive UI / UX solutions for various gameplay components such as Single-player / Multiplayer modes, RPG elements, Racing mechanics, Action-Adventure elements, and Platformer aspects.
- Utilised Snowdrop, Unity, and Adobe Flash to implement and refine UI designs and prototypes, enhancing visual aesthetics, and adapting to evolving requirements.
- Collaborated closely with cross-functional teams to iterate designs, improve UI, and coordinated with external studios from France and Sweden. These games also had live service aspects and involved addressing community feedback.

QUALITY ASSURANCE TECHNICIAN, 04/2010 - 08/2011
Ubisoft Reflections, Newcastle, England

- As an internal tester for "Driver: San Francisco", I tracked, reported, reproduced, and verified issues using Jira. I also extensively tested Multiplayer and Split-screen features across Xbox 360, PS3, and PC, following detailed test plans to support developers, ensuring stable builds, and leading a team for quality control and regression testing.

GAME DESIGNER, 11/2009 - 05/2010
Outlaw Games, Middlesbrough, England

- Designed and developed mobile games and applications for iPhone and iPod Touch as part of a close-knit team. My contributions included Game and Level Design documents, Art Assets, UX, and Marketing Materials. I also assisted in Marketing tasks such as Meetings, Networking Events, Presentations, and Review Requests. The games I created incorporated Puzzle, Skill, Action, Stealth, Strategy, and Social Interaction elements, while the apps focused on Practicality, Presentation, Creativity, Customization, and Social Interaction.

DEVELOPMENT QUALITY ASSURANCE TECHNICIAN, 02/2009 - 10/2009
Codemasters, Leamington Spa, England

- As an internal tester for "Operation Flashpoint: Dragon Rising", I collaborated with the Dev-QA team to track, report, reproduce, and verify issues using Jira. I conducted comprehensive testing of Single-player and Multiplayer features across Xbox 360, PS3, and PC, adhering to test plans and procedures for quality assurance.

- I operated Microsoft Visual Studio, Pro DG, and Perforce to sync with the latest builds, reproduced crash issues, and utilised the level editor to create and export test cases. I also provided real-time assistance to key studio personnel, recorded major issues for daily updates, and ensured thorough documentation of assignments and tasks.

Education

Computer Games Design
University of Teesside School of Computing - Middlesbrough, England, 2008

- BA Hons.
- Grade: 2.2

Graphic Design And Fine Art
Christ The King Sixth Form College - London, England, 2005

- A Levels
- Grade: A-C