

Melissa Stacey

Interaction Designer

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Portfolio

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HELLO

I am an Interaction Designer with skills in UI/UX Design, Front End Development and Graphic Design who was originally based in the Game Design industry managing teams and performing quality control with a hobby and passion for design and coding. Now I am looking to build off of my past experiences to create memorable designs and bring them into a creative and innovative environment.

EXPERIENCE

- My design process has included concepting, affinity diagramming, creating the user-flow and annotations, paper and digital prototyping, user testing, iteration throughout the process, wireframing, high fidelity mockups, graphic design and implementation.
- Designed UI/UX user flows and art assets for web and mobile applications utilizing an iterative process, Adobe Suite programs and prototyping software such as Invision and Pixate.
- Used principles of good communication to create desired user experiences and engaging interfaces with logical and thought out behaviours and actions.
- Performed functionality and usability testing of products, as well as regression of resolved issues.
- Created, resized, and retouched art assets such as logo designs, graphic designs, and mockups for clients using Adobe Photoshop and Illustrator.
- Implemented front end elements with HTML5, CSS3, Javascript/jQuery, uploading content using Brackets and a range of FTP software's into a CMS, such as Wordpress.
- Attended meetings and scrum, communicating clearly to my team about daily tasks and the product.
- Worked with other departments in resolving issues and providing and receiving subjective feedback of the product.
- Organized and collected documentation and source files for submission to the product lead or client.
- Utilized file management by organizing documents and Adobe programs using folders and naming conventions so my work is easily navigated.
- Quickly adapted to new technology to ensure integration into the work flow was seamless and the product was designed to specification.
- Adhered to copyright and branding laws when collecting graphic examples, data and general information for design, technical and art documentation.

WORK HISTORY

Freelance Designer, Jan 2016 - Present
Melissa Stacey Designs | Vancouver, BC

Player Support, Oct 2014 - Apr 2015
Hothead Games | Vancouver, BC

Quality Assurance Lead, Jan 2014 - Sep 2014
IUGO Mobile Entertainment | Vancouver, BC

Quality Assurance Lead, Feb 2013 - Jan 2014
VMC - EA Canada | Vancouver, BC

Junior Game Designer, Mar 2012 - Nov 2012
Fathom Interactive | Vancouver, BC

UI/UX DESIGN

Responsive Design
Affinity Diagramming
Paper & Digital Prototyping
User Testing
User Flow
Sitemaps & Data
Flowcharts
Wireframing
High Fidelity Mockups
Graphic Design
Balsamiq
InVison
Pixate

ADOBE CC

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe XD

FRONT END

HTML5
CSS3
Javascript
jQuery
Brackets
Wordpress

EDUCATION

Interaction Design, 2015 - 2016
Emily Carr University | Vancouver, BC

Game Design, Visual Arts & Design, 2009 - 2012
Vancouver Film School | Vancouver, BC