

BRIT STEINER

UI / UX Specialist

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Specialist in user interface development for AAA games in a simultaneous PC and console release environment. 20+ years in software development dedicated to games which earned multiple BAFTAs, D.I.C.E Awards, Game of the Year titles, and category awards.

PROFESSIONAL EXPERIENCE

UI / UX Lead at Secret Dimension Inc. (2022 - 2026)

Interface and usability specialist for multiple internal unannounced projects and external client projects. External projects and clients include:

- Project Dragon - *Phoenix Labs*
- Immortals of Aveum - *Ascendant Studios*
- Unannounced project - *Mutant Arm Studios*
- Roble Legacy - *Studio 360*
- Several additional unannounced projects

Lead UI Engineer at Firaxis Games (2006 - 2022)

Shipped multiple AAA titles developing whiteboard ideas into award-winning playable experiences:

- Senior UI / UX Designer - *Civilization 7*
 - UI Lead - *XCOM2: Chimera Squad*
 - UI Lead - *XCOM2: War of the Chosen*
 - UI Lead - *XCOM2*
 - UI Lead - *XCOM: Enemy Within*
 - UI Lead - *XCOM: Enemy Unknown*
 - UI Lead - *Marvel's Midnight Suns*
 - UI specialist, art/scripting/UX - *Civilization Revolution*
 - Usability work on *Sid Meier's Ace Patrol*, *Civ Facebook*
 - Several additional unannounced / unshipped projects
- UI Lead managing cross-discipline teams of UI engineers and artists, and working closely with production on long-term and sprint-length planning
 - In-engine engineering implementation and design in Unreal and a focus on rapid implementation, iteration, and future-proofing UI systems
 - Active in the expansion/hiring of the UI folks at the studio, organizing cross-project department events, and formally and informally mentoring junior devs
 - Experience in finaling games through first party certifications and simultaneous console and PC release
 - Usability design with wireframes and iterations through mock-ups and in-game updates
 - Aesthetic development focused on look and feel with the project art director; creating style guides and game-ready assets using Photoshop and Illustrator
 - Developing game designer-specific UI prototyping tools

SKILLS

- Console Development
- PC Development
- User Interface Design
- User Interface Programming
- User Experience
- Usability
- UI Architecture, Engineering, and Implementation
- Unreal 5 / 4 / 3
- Unreal Engine
- UMG, Unrealscript
- Roblox Studio
- Playstation 5 / 4 / 3
- XBOX Series X/S / One S / One X / 360
- Software Documentation
- Sprint Planning
- Finaling and Shipping
- Information Design
- Graphic Design
- Photoshop
- Illustrator
- Wireframing
- Mentoring & Teaching
- Usability Diagramming
- UML Diagramming

EDUCATION

University of Baltimore

BTPS, Simulation and Digital Entertainment, 2006