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

Senior Gameplay Systems Engineer at E-Line Media (2026 - present)

Implementation of gameplay systems in an unannounced project from interactive prototypes to cohesive, clear, and compelling play experiences.

- Emphasis on modular, scalable systems to flex as the needs of the project grow and change. Building lightweight prototypes for testing, identifying technical risks early, iterating on systems based on feedback, and playtesting results.

- Contribute to technical planning with cross-discipline collaboration to identify what actually needs to be built. Work with design goals and strategy for both immediate milestone goals and longer-term production needs.

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

Interface and usability specialist for multiple internal unannounced projects and external client projects. Comfortable with nimble indie teams to large corporate enterprise studios.
External projects and clients include:

- Project Dragon - *Phoenix Labs*
- Immortals of Aveum - *Ascendant Studios*
- Project Inferno - *Mutant Arm Studios*
- Roble Legacy - *Studio 360*
- Reaper Actual - *Fusion Point Studios*
- Several additional unannounced projects

- Engaged in all project stages, quickly adapting to team dynamics and technology during crucial, high-pressure late-stage development, to balancing rapid iterations with long-term design planning in early-stage prototyping

- Broadened my skill set beyond typical UI engineering responsibilities: expanded diagram documentation skills to enhance clarity in cross-discipline communication; developed proficiency in UI materials in Unreal Engine for modern and efficient interface visuals

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
- Simultaneous Release Development
- User Interface Design
- Technical Design
- User Experience Design
- Usability Design
- UI Architecture, Engineering, and Implementation
- Triple AAA Games
- Software Documentation
- Sprint Planning
- Finaling and Shipping
- Unreal 5 / 4 / 3
- Unreal Engine
- UMG, Unrealscript
- MVVM Model-View-Viewmodel
- CommonUI
- Diegetic UI, in-world UI
- Materials for Unreal UI
- Coherent UI / Gameface like React
- Javascript, HTML, CSS
- Roblox Studio
- Playstation 5 / 4 / 3
- XBOX Series X/S / One S / One X / 360
- Information Design
- Graphic Design
- Accessibility
- Localization
- Photoshop
- Illustrator
- Final Assets
- Wireframing
- Mentoring & Teaching
- Usability Diagramming
- UML Diagramming
- Figma / Miro

EDUCATION

University of Baltimore

Bachelor's Degree (BTPS) in Simulation and Digital Entertainment, 2006