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, with 18 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 - Present)

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*
- 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

Adjunct Professor at the University of Baltimore (2007 - 2010)

- Adjunct professor for the Simulation and Digital Entertainment program in the spring semesters

- Created and taught *Special Topics: User Interface for Games* course, *Usability in Games* course, and *Advanced 3D Concepts* course

Software Developer with the Community Center for Technology Services at the University of Baltimore (2006)

- Web application development for non-profit serving other local non-profit organizations
- Focus on open source software with Ruby on Rails/AJAX development
- Empowered client organizations to embrace and maintain their own technology

Multimedia Developer at Connections Academy (2003-2006)

- Developed a range of e-learning products for middle-school students using Flash for web delivery
- Prototyped new courseware with content specialist instructor
- Illustration and graphics development for content support of courseware

SKILLS

- Console Development
- PC Development
- User Interface Design
- User Interface Programming
- User Experience
- Usability

- Unreal 5 / 4 / 3
- Unreal Engine
- UMG, Unrealscript
- Playstation 5 / 4 / 3
- XBOX Series X/S / One S / One X / 360
- Triple AAA Games
- Software Documentation
- Sprint Planning

- Information Design
- Graphic Design
- Photoshop
- Illustrator
- Wireframing
- Mentoring & Teaching
- Usability Diagramming
- UML Diagramming

EDUCATION

University of Baltimore
BTPS, Simulation and Digital Entertainment, 2006