

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*
- 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 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

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

EDUCATION

University of Baltimore

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