

BEXLEY CHEVALIER

PRINCIPAL UX/UI DESIGNER WITH 17 YEARS OF EXPERIENCE IN DESIGN & ART

CONTACT

 www.bexleychevalier.com

 bexchevalier@gmail.com

SKILLS

- Conscientious Design Methodology
- Wireframing and Prototyping
- Bridging Design between Disciplines
- Leading with Empathy
- Process Development

GAMEOGRAPHY

Hearthstone: Battlegrounds

Principal UX/UI Designer
iOS, Android & PC | 2022-Current

Rocket League: Sideswipe

Senior Visual Designer
iOS & Android | 2021

Kingdom Boss

Lead UX/UI Designer
iOS & Android | 2021

Puzzle Ops Call of Duty

Senior UX/UI Designer
iOS & Android | Cancelled

Chex Quest

UX/UI Designer
PC | 2020

Wet Dog Corp/Ringling College

UX/UI Designer Support
VR | 2019

Borderland GOTY

UI/Motion Graphic Designer
PC & Console | 2017

Blade and Soul MMORPG

UX/UI Designer
PC, Console | 2017 Cancelled

Bally Technologies 12 Published Game Titles

UX/UI/Motion Graphic Designer, 2D/3D
Animator, Illustrator | 2011 - 2014

PROFESSIONAL PILLARS

UX/UI DESIGN

- **17 years experience** providing holistic UX Design from concept phase to finished product, including iteration and live support for live service titles
- Conducted **user research**, created **UX wireframes and user flows**, and **illustrated** UI, menus, icons, and logos for **17 published titles**
- **Translated multi-platform interface designs** to support unified interactions between PC, console, and mobile SKUs
- **Conducted competitive analysis** and presented to Design, Art and Product
- **User advocate** in design meetings and feature kickoffs
- **Diagnosed issues in UI interactions** to create consistent interfaces
- **Designs conscientiously** to support **differently-abled player experiences**, including **localization** as a fundamental early consideration

COLLABORATION AND LEADERSHIP

- **Mentored** developing UI/UX artists, providing project and professional development guidance
- **Collaborated** with both remote and in-office multidisciplinary developers **within UX/UI teams ranging from 1 to 20 members**
- Spearheaded the creation and maintenance of **studio and project specific UI/UX standards** and **visual style guides**
- **Led post mortem meetings** and **translated feedback** into better production processes for UI and UX
- **Coordinated Design, Engineering, UI, and Art** to define functionality specs and visual targets to inform UX design efforts
- Cultivated strong development communities by **setting up team building events** and being a **champion of internal culture**

TECHNICAL IMPLEMENTATION

- **14+ years experience implementing assets in-engine**, including **Unity**, and working with built-in as well as proprietary scripts and components
- **Quickly adapted UX design process** to unique workflows and proprietary tools
- Animated in-engine UI elements and created interactive UX mockups by leveraging **17+ years of animation experience**.

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EDUCATION

**Bachelor of Science
Media Arts and Animation**
The Art Institute of Las Vegas
Las Vegas, NV | 2005 - 2009

TOOLS

Game Engines

- Unity
- Unreal Engine 4
- Proprietary Engines

Design Tools

- Adobe XD/Figma
- Photoshop
- Illustrator
- InDesign
- Lucidchart/Miro

Animation Tools

- After Effects
- Maya
- Max

CONTRACTS

Motion Graphics Designer
Schiefer Chopshop SCS

2D Animator & Illustrator
Mischief Cat

UI Artist
Moment Games

Motion Graphic Designer/Project Management
Boyd Gaming

UI Designer
Wild Streak Gaming

Motion Graphics Designer
The M Resort Spa & Casino

EXPERIENCE

PRINCIPAL UX/UI DESIGNER

BLIZZARD, ACTIVISION | IRVINE, CA | 2022 - PRESENT

As the Principal UX/UI Designer for Battlegrounds, I leverage my skill sets to deliver player-centric designs and support our team's goals. Using analytics and robust internal feedback, my teammates greatly value my detailed approach to documentation and have said I am excellent at collaborating and incorporating other's input into my work. My most notable contributions to Battlegrounds include designing the UI of Duos, our new 2v2 mode, and the wildly successful Trinkets game mode.

SENIOR VISUAL DESIGNER

PSYONIX, EPIC GAMES | SAN DIEGO, CA | 2021 - 2022

Serving as the sole UX/UI Designer on a team of 80, I developed new UX/UI for upcoming features for Rocket League Sideswipe on iOS and Android. I also spearheaded the creation of the design/UX/UI pipeline, developed new UX/UI standards, defined the UX production plan, and responded to LiveOps requests for UX/UI improvements.

SENIOR UX/UI DESIGNER

BOSS FIGHT ENTERTAINMENT | ALLEN, TX | 2019 - 2021

Operating as the UX Lead, I mentored and developed an agile UX/UI team of 4 and fostered a company culture of learning and growth. Crafted the UX experience and supported the UI and VFX creation of the mobile RPG Kingdom Boss as part of a team of 56 developers, balancing the needs of Design, PM, and Engineering. Developed UX/UI for canceled AAA franchise FPS/Puzzle hybrid game on mobile.

UX/UI DESIGNER CONTRACTOR

FLIGHT SCHOOL STUDIO | DALLAS, TX | 2019

Led UX/UI exploration for several concept projects for our external Client, Apple, to explore education and entertainment for VR and AR devices. I also supported the studio for several internal and external Clients, such as the Art of Book for the Creature in the Well game, animation and clean-up animation support for the "Dreamworks Dragons Flight Academy" VR experience, and UX/UI Chex Quest and supporting our College Outreach program with Wet Dog Corp. I also helped establish our tech pipeline and pre-production standards.

UI DESIGNER

BLIND SQUIRREL GAMES | SANTA ANA, CA | 2017 - 2018

I leveraged generalist skills to enhance multiple titles. Created UX consistency and standards, polished existing illustrations and UI, created new UI, upgraded VFX and loading animations, and optimized UI performance. The UX/UI team serviced a company of 150.