

# BEXLEY CHEVALIER

Creating exciting Player experiences and healthy developer workflows is my why.

## CONTACT

 [www.bexleychevalier.com](http://www.bexleychevalier.com)

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## SKILLS

- Conscientious Design Methodology
- Wireframing and Prototyping
- Bridging Design between Disciplines
- Leading with Empathy
- Workflow 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 | 2020 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

### COLLABORATION AND LEADERSHIP

I spark people's personalities and curiosity; I champion both the company's goals and developers.

- ❖ I deliver measurable targets to ensure development goals are clear and attainable.
- ❖ An advocate for fostering cross-discipline and team communications to share what succeeds and what doesn't.
- ❖ I unify divergent viewpoints into strategies and principles that foster adaptation.
- ❖ I craft documentation and lead post-mortems, celebrating production successes and improving the development pipeline when needs arise.
- ❖ I champion measurable paths for developer growth and cultivate education.
- ❖ I amplify every discipline's solutions from the center of the production cycle through clear communication.

### CREATIVE TOOLKITS

- ❖ Over 17 published titles and 19 years of delivering end-to-end development spanning from concept, research, development, implementation, testing, publishing, post mortem, and live service reporting.
- ❖ I drive conscious design, starting with accessibility, development standards, asset libraries, and thorough documentation.
- ❖ Skilled in UX, UI, workflow design, illustration, animation, writing, and engine implementation using Unity, proprietary engines, Adobe Creative Suite, Figma, and prototyping tools.
- ❖ I promote healthy workflow designs that empower everyone to thrive.
- ❖ I analyze data, conduct competitive analyses, extract insights, and translate findings into action.

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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 Principal UX/UI Designer and acting Lead for Battlegrounds, I deliver player-focused designs aligned with team objectives. I use analytics and internal feedback to guide my work, and am recognized for thorough documentation and a collaborative approach. Key contributions to Battlegrounds include designing the UX and UI for Duos PVP Team mode, Tavern Spells, Trinkets, Timewarp Tavern game modes, the expanded Battlepass, the in-game Guide, Pets, and Darkmoon Treasure.

Advocate for effective processes by designing new workflows and partnering with leadership to streamline development. Contribute to career and skill development guidelines. As a guest speaker for the Women in Gaming Network, I support company events focused on career growth and mentorship.

**SENIOR VISUAL DESIGNER**  
PSYONIX, EPIC GAMES | SAN DIEGO, CA | 2021 - 2022

Rocket League Sideswipe launched to strong acclaim, reaching number one on iOS and Android store leaderboards in its first week.

As the sole UX/UI Designer on a team of eighty, I initiated the New Player Experience, established and upheld UX/UI standards and documentation, and streamlined the development process through improved workflows.

After launch, I spearheaded new feature development, addressed LiveOps requests, and enhanced the player onboarding experience.

**SENIOR UX/UI DESIGNER**  
BOSS FIGHT ENTERTAINMENT | ALLEN, TX | 2019 - 2021

Serving as the team's UX Lead, I defined and enforced UX and UI standards. I recruited, coached, and shaped a four-person agile UX/UI team, cultivating a culture of learning and upholding standards.

I created UX mockups and UI assets and was responsible for implementing and refining the UI within the Unity pipeline. I also collaborated with other UI Artists to develop VFX targets.

I implemented a more agile project management system, enabling our department to serve the 56-member team and balance the needs of Leadership, Design, Product Management, and Engineering. When the project transitioned to Play Studios, our thorough documentation and strict standards ensured a smooth pipeline handoff to support an external decision-maker.

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## UX/UI DESIGNER CONTRACTOR

FLIGHT SCHOOL STUDIO | DALLAS, TX | 2019

Led UX/UI exploration for Apple concept projects focused on education and entertainment for VR/AR devices.

Supported internal and external Clients, including UX/UI and animation for Creature in the Well, Dreamworks Dragons Flight Academy VR, Chex Quest, and the Wet Dog Corp College Outreach program.

I also helped establish our tech pipeline and pre-production standards.

## UI DESIGNER

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

Partnering with Gearbox, I joined the Borderlands team at Blind Squirrel Games to provide UI, UX, and Motion Graphics support. Together, we brought the game up to 4K standards, bringing what worked in Borderlands 2's UI to Borderlands 1 and adding our own twist.

I applied my generalist skills to enhance and reanimate illustrations across multiple title screens, established UX consistency, refined existing UI, developed new UI elements, upgraded VFX and loading animations, and optimized UI performance. Our UX/UI team supported a company of 150.

As NCSoft began a project with us to port the MMORPG Blade and Soul from PC to console using Unreal 3 and a proprietary engine, our team optimized several UI systems that had become cumbersome. We improved usability by streamlining core components, including the marketplace, guild, and inventory, making them more accessible and efficient.