

REMI COUTURE UX/UI/VR

Remi has 11+ years of experience in the web/software/video game industry as a UX/UI Designer. After beginning his career at Walt Disney's Club Penguin in Kelowna, BC, Canada. He moved coast to coast to produce for notable clients such as: Freemantle Media / Blue Sky Studios / Dreamworks / Big Idea / BBC Kids / Animal Planet / Nick Jr / Nickelodeon / Disney / Hasbro / Discovery

Links

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UX/UI/VR Art Director (Contract) at Sprung Studios

June 2018 - August 2018 [3 months Contract]

- + Develop the game to the desired user experience (user flow, app screen ergonomics).
- + Identify potential UX issues and provide viable solutions.
- + Meet with clients daily to present work.
- + Manage and mentor juniors.
- + Contribute to defining our UX vision and expanding our expertise.

Resources: Unreal Engine, Photoshop, Illustrator, XD

Skills

Unreal Engine
Unity
Motion Graphics
UX/UI/VR Design
FUI
HCI
Interaction Design

UI/UX Designer at Phoenix Labs

February 2018 - June 2018 [5 months]

- + Work collaboratively with team members to improve UX.
- + Identify potential UX issues and provide viable solutions.
- + Work closely with the production team to ensure the UX solutions are properly integrated.
- + Conceptualize, design, create and maintain visual designs.
- + Interpret existing style guides, and execute visual design work.
- + Ensure user interface is usable, aesthetically pleasing, efficient, and where necessary, falls in line with the given IP.

Resources: Unreal Engine, Photoshop, Illustrator, XD

Preferred Tools

Photoshop
After Effects
Bridge
Adobe XD
Unity
Unreal Engine
Windows

UI/UX Designer at Piranha Games

December 2016 - February 2018 [1 yr 3 months]

- + Conceptualize, design, create and maintain 2D/3D visual designs for game user interfaces in Unreal Engine 4.
- + Interpret existing style guides, and execute visual design work while adding appropriate visual ideas.
- + Ensure user interface is usable, aesthetically pleasing, efficient, and where necessary, falls in line with the given IP.
- + Work with UI Engineers to ensure correct implementation of designs.
- + Involved in building UI screens and components as required.
- + Attends software reviews and supports production and marketing as subject matter expert and user advocate for their product areas.
- + Producing Detailed Wireframes including locked designs, consistent interactions, optimal user flows and final copy.
- + Responsible for UX consistency and ensuring that Process is adhered to.
- + Demonstrate a keen understanding of the target audience, personas and the motivations that lead to deeper consumer engagement.
- + Collaborate with Interface Designers to translate architecture into the look-and-feel of UI and

Projects

41+ projects on multiple devices listed and unlisted for console, mobile, and computer.

Sprung Studios

PopCap
PlayStudios
EA

Phoenix Labs

Dauntless

own UX Style Guide.

- + Sharp, analytical, and thoughtful--thoroughly thinks through problems to come up with solutions.
- + Simplifier that can also get the bigger picture, takes smart risks, is innovative, a visionary and can think outside the box.
- + Prepare assets for production and working closely with engineers throughout implementation

Resources: Unreal Engine, Photoshop, Illustrator, XD

Instructor at Vancouver Film School

May 2016 - August 2016 [1 term]

Filled in one term for the UI/UX course in the Game Design Program.

UI/UX Designer at Hothead Games

May 2015 - August 2016 [1 yr 4 months]

- + Develop the game to the desired user experience (user flow, app screen ergonomics).
- + Identify potential UX issues and provide viable solutions.
- + Work closely with the production team to ensure the UX solutions are properly integrated.
- + Contribute to defining our UX vision and expanding our expertise.
- + Attend industry conferences and events related to UX.
- + Share my knowledge and latest UX trends with colleagues through workshops.
- + Help other UX UI resources develop their skills and evolve.
- + Establish quality user experience for select studio projects. From wire framing, documentation, asset creation, animation, to Unity implementation.

Resources: Unity, Perforce, After Effects, Photoshop, Balsamiq

UI/UX Designer at DeNA

February 2014 - April 2015 [1 yr 3 months]

Design the user experience & user interface for in studio projects. From wire framing, documentation, asset creation, to implementing the user interface within Unity for each screen. Oversee all in studio projects, provide feedback, guidance, best practices, along with educational classes for studio members.

Resources: Unity, Cintiq, Photoshop, Illustrator, Flash

UI/UX Designer at Cupcake Digital, INC.

May 2013 - February 2014 [10 months]

Design the user experience & user interface for all devices. Provided Art Direction on a specific project for a satellite studio.

Resources: Cintiq, Photoshop, Illustrator, Flash

UI/UX Designer at Gogii Games | Big Fish Games

May 2009 - May 2013 [4 yrs 1 month]

Design the user experience & user interface for all devices. Paint & illustrate realistic characters to be used in cutscenes & marketing.

Resources: Cintiq, Photoshop, Illustrator, Flash

Piranha Games

MechWarrior Online
MechWarrior 5

HotHead Games

Boom Boom Football
Boom Boom Soccer
Killshot Bravo

DeNA

Super Battle Tactics
Transformers Battle Tactics

Gogii Games

The Hunger Games
The Emerald Maiden
Shannon Tweed's: Attack of the Groupies
Pet Zoometry
Fairy Tale Mysteries: The Beanstalk
Fairy Tale Mysteries: The Puppet Thief
The Mirror Mysteries:
Forgotten Kingdoms
Pied Puppeteer
Infected: The Twin Vaccine
Robins Quest Mobile
Dark Lore Mysteries: Forgotten Kingdoms
Princess Isabella 1,2,3
Haunted Past: Realm of Ghosts
White Haven Mysteries
Escape the Museum 2
Hidden Object Show FB
Frat House: The Perfect Score
Trapped: The Abduction
Nightmare on the Pacific
Millionaire Manor: Hidden Object Show
Vault Cracker: The Last Safe
Escape from Paradise 1,2

Illustrator at The Walt Disney Company | Club Penguin

January 2006 - January 2008 [2 yrs]

Create Flash illustrations & 3D assets for use on the website & in game items. Gained experience with CSR & Game testing.

Resources: Cintiq, Swift 3D, Softimage XSI, Flash, Photoshop

Web Development | UX | UI | Code at Learning Library Inc, SplitDivision, SplitFive, Freelance

2000 - 2010

I started off as a web developer and worked for various studios. My goal was to work in the game development industry and took opportunities as an illustrator & naturally gravitated towards UX/UI/VR Design for games.

EDUCATION

Udacity, Interaction Design Foundation, LYNDA.COM, DIGITAL TUTORS Center For Arts and Technology Okanagan

Nanny Mania 2
Tripeaks Paradise

Walt Disney

Club Penguin