

KINGSLEY IP

UX/UI DESIGNER

✉ kingsleyip@live.com ☎ 604-356-6304

PROFILE

User Experience Designer committed to designing clear, efficient, and accessible digital experiences. Focused on usability, consistency, and visual harmony to deliver products that feel effortless to use.

EDUCATION

Bachelor of Science
Interactive Arts and Technology
Simon Fraser University

SKILLS

- Figma
- Photoshop, Illustrator
- Perforce, Plastic SCM, Git
- JIRA
- Unreal Engine (UMG)
- Unity

CERTIFICATIONS

- IxDF (Interaction Design Foundation)
- Interaction Design for Usability
 - Human-Computer Interaction

CONTACT

- ✉ kingsleyip@live.com
- in linkedin.com/in/kingsley-ip
- 🌐 kingsley-ip.com

WORK EXPERIENCE

2025	■ Associate UX/UI Designer (XR) - Contract 30 Ninjas - March 2025 to October 2025 ASTEROID • Authored comprehensive design documentation for player menus, locomotion/orientation interactions, accessibility settings, notifications, level transitions, and multimedia systems. • Led a cross-disciplinary strike team to craft an immersive XR interfaces. • Designed a gesture-based navigation system to enhance immersion • Developed an accessible, chapter-based video player UI supporting captions, playback and volume controls. • Produced high-fidelity UI assets and interaction feedback systems (buttons, icons, menus) • Created detailed Figma storyboards to visualize all user flows and interactions. • Built and implemented interactive world-space UIs in Unity, including menus, AI call screens, palm readers, and localized subtitle panels. • Integrated localization and UI panels that responded with game-state logic to ensure user is not blocked throughout the experience.
2024	■ UX/UI Designer - Contract Heavy Cav Studio - September 2024 to Present • Designing wireframes and documenting user flow to streamline the user experience • Developing and testing interactive prototypes using Figma for rapid design iteration • Implementing and optimizing visual HUD elements within Unity
2023	■ Quality Assurance Specialist Creospark - April 2023 to March 2025
2020	■ Quality Assurance Analyst Blackbird Interactive - May 2020 to March 2023 Hardspace: Shipbreaker • Provided feedback on general UX/UI • Prototyping UI for an additional feature. • Created user experience design document for accessibility feature for visual deficiencies that was implemented into the game.
	■ Developer Support 3 Keywords Studios at Electronic Arts - September 2019 to April 2020 UFC4 • Hansoft test case management • Created test plan for the team to ensure all features were tested correctly. • Led Audio/Presentation QA Team with testing. • Point of contact for Romanian external team • Hosted feature reviews with developers
2017	■ Developer Support 1 VMC at Electronic Arts Vancouver - January 2017 to December 2017 FIFA 18 and UFC 3

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