KINGSLEY IP

UX/UI DESIGNER

kingsleyip@live.com

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 ME

kingsleyip@live.com

linkedin.com/in/kingsley-ip

kingsley-ip.com

WORK EXPERIENCE

2026

UX/UI Designer - Contract
Heavy Cav Studios - March 2026 to September 2026

Historia: Roma Aeterna

- Designing wireframes and documenting userflow of the main gameplay loops: two phases of battle, campaign, dialogue, contextual menus, pause, and save/load.
- Created the frescoe storytelling narrative presentation.
- Implementing UI in Unity, creating player feedback animations using the FEEL plugin
- Created shaders and materials for worldspace UI.

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.
- Developed an accessible,chapter-based video player UI supporting captions, playback and volume controls using gesture commands.
- 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
- Integrated localization and UI panelsthat responded with game-state logic

2024

UX/UI Designer - Contract
Heavy Cav Studio - September 2024

- Developing and testing interactive prototypes using Figma for rapid design iteration

2023

Quality Assurance Specialist
Creospark- April 2023 to March 2025

2020

Quality Assurance Analyst
Blackbird Interactive - May 2020 to March 2023

Hardspace: Shipbreaker

- Collaborated with the development team to identify and provide feedback on general UX/UI improvements.
- Authored an accessibility design document for colour vision deficiencies, contributing to the implementation of accessibility options.

2019

Developer Support 3
Keywords Studios at Electronic Arts - September 2019 to April 2020

UFC4

- 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

2017

Developer Support 1
VMC at Electronic Arts Vancouver - January2017 to December 2017

FIFA 18 and UFC 3

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