Tiffani Koczenasz – UI Technical Designer

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Skills

Engines / Tools	Design	Project Organization
Unreal Engine 4.X+	Technical Design	Confluence
Adobe XD	User Interface Design	Perforce
Unity 3D	User Experience Design	Jira

Projects

Iron Galaxy Studios	UI Technical Designer	November 2020 – Current
Rumbleverse	Unreal Engine 4	November 2020 - Current

- Designing and implementing frontend and in-game UI systems
  - Implementing UI systems focusing on generating dynamic and reusable widgets; Multi-use buttons, dynamic grid systems, tab systems, item preview widgets
  - Working with Engineers to structure complex systems across blueprint and native code; Customization menus, Store screen, Battle Pass menu, and Player Progression displays
  - Collaborating with UX to create smooth menu flows while identifying technical requirements
  - Constructing UI screens following UI wireframes and utilizing dynamic UI widgets and systems; Frontend Landing Screen, Locker Room Dashboard and sub-category pages, in-game HUD
- Implementing UI art and animations
  - Collaborating with UI Art to import and implement textures to UMG widgets
  - Translating Art provided After Effects animations into UMG animations using timelines; Battle Pass and Virtual Currency celebrations, and End-Of-Match animation flow
- Product Owner for frontend menu systems
  - Creating and maintaining confluence documentation for feature designs and requirements
  - Owning feature progression and responsible for making final design decisions
  - Working with Production to coordinate feature timelines and generate feature JIRA tasks

Torch Technologies	UI/UX Game Designer	August 2018 – November 2020
SIMVANA Medical Trainer	Unreal Engine 4 - Oculus	July 2019 – November 2020

- Designed UI objective and hint system for player tasks
  - Prototyped dynamic 3D widgets to display task information
  - Designed flashing shader to distinguish objects from surroundings
  - Designed 2D animations to show Oculus controls for specific interactions
- Layout scenario progression and game mode transition flow
  - Determined win and lose conditions for steps and overall scenario
- Designed and implemented diegetic Main Menu / On-boarding level
  - Designed Main Menu to allow settings selection using the interactable 3D environment

THAAD Skills Trainer	Unreal Engine 4	August 2018 – November 2020

- Designed user interaction for military vehicles' real-world operations
  - Prototyped dynamic procedural animations that change based on player actions
  - Designed individual and sequential player interactions
- Determined task progression and victory conditions
  - Reformatted real-world manual tasks to fit virtual player interactions and object animations
  - Designed UI elements to effectively display task and score information to the player.
- Designed and implemented tutorial level and player on-boarding processes
  - Reskinned militaristic trainer into a house environment with familiar mundane interactions

Education

Game Design Bachelor of Science	Full Sail University	August 2016 - March 2018