

# SEIGRIS PARK

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# DESIGNER

## UX + UI + CONCEPTS

### SKILLS

ADOBE PHOTOSHOP  
ADOBE ILLUSTRATOR  
ADOBE AFTER EFFECTS  
ADOBE PREMIERE PRO  
UNREAL 4/5(UMG)  
BLENDER  
FIGMA

CONFLUENCE  
MIRO  
JIRA

### EDUCATION

#### CONCEPT DESIGN ACADEMY

#### DESIGNING

+ Character Concept Design

#### SIMON FRASER UNIVERSITY

#### UNDERGRADUATE

+ Bachelor of Arts in "Interactive Arts and Technology" / Psychology Minor

### EXPERIENCE

#### UI/UX + UI ARTIST

- + Develop user flows, annotated wireframes, and in-game prototypes
- + UI animation (UMG)
- + Working with player data and stakeholders to identify needs
- + Provide work pipeline for team members to follow
- + Creating an interactive and enjoyable user experience
- + Help adapt and refine game system interactions and presentation so that they are intuitive, enjoyable, polished, and conform to design standards
- + Work with directors, artists, and sound designers to ensure that tutorials, user interfaces, celebrations, maps, quest systems, and other player-facing features all feel great, communicate what they need to, and support product goals like engagement and retention
- + Leverage playtesting to make continuous game UX improvements
- + Creating UI assets from scratch to polish
- + Use UE(4/5)/UMG to implement UI assets
- + Creating assets/assisting/directing marketing
- + Lead developers in order to achieve desired outcomes
- + Analyzing and converting play test data to design that increases player retention

### SUMMARY

#### EXPERT/LEAD UI ARTIST

#### 2K Sports Lab

- + Unannounced Title (2K / Apr 2025 - present)
- + Star Wars (Bit Reactor/Apr 2024 - Apr 2025)
- + Unannounced Titles (2) (StrayKite Studios/NDA]/Nov 2023- Apr 2024)
- + Islands of Insight (Lunarch Studios/Sep 2022 - Mar 2024)
- + LumaPath (Pain Studios Lab/Jun 2018 - Jul 2020)