Jeff Newcomb

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UX   UI

Thanks for considering me for the position! Identifying and solving usability issues in software, apps, and games is my specialty. I do this through a process of user research, competitive analysis, and iterative feedback using prototypes, mockups and detailed documentation.

Software

Sketch, Adobe XD, Illustrator, Photoshop, Animate, After Effects, Invision, Maya, Blender, 3DS Max, Unity

Languages

CSS, HTML 5, C#

Previous Employment

Turn 10 Studios   UX Designer   Jan 2020 - Current

RESPONSIBILITIES
• Coordinate across feature teams to realize features in flighted builds
• Mockups, both low and high fidelity
• User flows (Vizio, XD prototype)
• Documentation coverage (Confluence & OneNote)
• S2X

Turn 10 is where I currently work, they focus on next gen motorsport games exclusive to the Xbox console. I worked across several feature teams to help bring features into the build for testing and polish, with an emphasis on live service multiplayer content.

Kooapps   UX/UI Designer   Jan 2019 - Jan 2020

(650) 814-1981
RESPONSIBILITIES
• Casual mobile game interface design
• UX wireframes
• UX/UI whiteboxes
• Final comps and mockups
• Animation mentorship

Kooapps is a small indie company with big ambitions and a lot of heart. My responsibilities included UI/UX preproduction (wireframes, whiteboxes, etc.) of multiple mobile game products as well as iterative improvements to these products post launch. The company emphasized data-driven decisions and required overseas communication in their daily operations.

This was a position where I had to wear a lot of hats. The majority of the work was UX/UI related but it included animation mentorship and production support.

Wargaming.net   UI Designer   July 2014 - March 2018
(425) 522-1600

• Mobile apps and back-end tool interface design
• UX wireframes
• UX/UI whiteboxes
• Final comps and mockups
• Usability prototypes

Wargaming had me work on a variety of projects. My team worked on mobile companion apps for their flagship titles (World of Tanks and World of Warships) as well as B2B web tools for their digital distribution platform. I also got the opportunity to work on an unannounced AAA concole/PC title alongside their very talented UI team.

Detonator Games   Artist/Animator   Jan 2012 - May 2014

• Character animation
• FX animation

Detonator Games was my first job out of college working as an intern doing character animation. Eventually I was hired on full time and expanded my responsibilities to the entirety of the studio's animation, until the studio was absorbed into Wargaming.net. The company worked with Sony to produce mobile and Facebook games with popular IP from other platforms such as God of War and Fat Princess.

Education

Digipen Institute of Technology   Graduated 2013
BFA Production Animation

Bakersfield Community College   Graduated 2006
Associate Degree