

# Nathan Varjavand

## UX Design Leader

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A UX design leader and problem solver who approaches challenges with a blend of science and creativity to create practical and inventive solutions that meet user needs. My goal is to take the complex and make it simple. As a veteran in the game development industry, I seek to empower and unlock amazing creative teams to be the best developers they can be.

### Professional Experience

**Moonshot Games (Dreamhaven), Remote** January 2023 – Sept. 2023  
*UX Design (L4)*

- Led UX initiatives including designing and evangelizing the UX vision, defining accessibility guidelines, and collaborating with senior leadership to author the UI/UX roadmap
- Collaborated closely with other disciplines to design UX solutions from ideation to implementation
- Partnered directly with our product team to create UX solutions that aligned player needs with business goals
- Improved UI/UX and cross discipline workflows by incorporating agile methodologies into existing processes

**Hypixel Studios, Remote** December 2020 – December 2022  
*Principal UX Design Lead*

- Led and mentored a team of 4+ UX designers and UI artists
- Defined our UX and UI vision by establishing the UX pipeline from initial documentation through design and implementation
- Collaborated with design and art to create and develop the UX pattern library, UI style guide, and UI animation guidelines
- Partnered with production and engineering to develop a set of best practices for the UX of our in-house tools
- Worked with senior leadership to identify and evangelize player personas and incorporate their presence in our design process
- With other team leaders, developed solutions to improve remote communication, work processes, and cross team relationships

**Wargaming, Chicago** January 2020 – December 2020  
*Lead UX/UI Designer*

- Provided leadership for and guided the professional growth of 6 UX designers and UI artists
- Used player data to define and develop a UX strategy for a major cross platform and content update for World of Tanks
- Created detailed designs and supporting documentation that merged player, design, and business goals
- Planned, enacted, and moderated usability testing and research

**Level Ex, Chicago** August 2018 – December 2019  
*Lead UX Designer*

- Established the UX strategy and pipeline for 4+ mobile titles
- Delivered interactive prototypes fueled by user feedback
- Developed an ethnographic research plan for largescale outreach to our target audience, crucial to shaping our design direction
- Moderated playtest and usability testing sessions

**Turtle Rock Studios, Orange County** January 2017 – October 2018  
*Senior User Experience Designer*

### Skills & Knowledge

Wireframing  
Prototyping  
Design systems  
Usability testing  
User interviews  
Contextual inquiry  
Heuristic evaluation  
User flows  
Persona creation  
Data driven design  
A/B testing  
Design documentation  
Atomic design  
Ethnographic research  
SCRUM

### Technical Tools

Figma  
Axure  
Sketch  
Adobe Suite  
UE4/5  
Unity  
Noesis  
Perforce  
Miro  
Jira  
Favro

### Education

**DePaul University**  
August 2013  
M.S., Human Computer Interaction

**University of Illinois**  
May 2011  
B.S., Psychology & History

- Designed UX prototypes that communicated design direction and player goals
- Created the overarching user centered design process used in design and development for several PVE/PvP titles
- Incorporated UX processes into existing workflows through team-wide activities such as participatory design sessions
- Managed the UI/UX team of 2-5 UI artists & UI engineers
- Authored the ranked design system for an in development PvP title

**NetherRealm Studios, Chicago**

October 2014 – August 2016

*Senior User Experience Designer*

- Created UX deliverables and documentation to inform game UI designs and decisions
- Designed user flows and prototypes to demonstrate FTUE and player onboarding
- Collaborated with game design to determine, visualize, and prototype game features and systems
- Established UX research protocols used to collect data to further inform design direction
- Integrated user-centered design processes within design and development teams
- Worked with stakeholders to build a long-term vision for research strategy
- Developed internal trainings around UX principles for cross-discipline teams

**Cars.com, Chicago**

May 2013 – September 2014

*Interaction Designer*

**Humana, Chicago**

January 2012 – January 2013

*User Experience Designer*

**Other Relevant Experience**

**IGDA Games User Research & UX Mentorship Program**

April 2017 – Current

*Games UX Mentor*

- Providing 1:1 mentorship for upcoming, new, and mid-career games UX/UR professionals

**Ulster University**

March 2022

*Games UX Guest Lecturer*

- Conducted lectures to game design, UX, and engineering students on special topics in games user experience including team structure, accessibility, and setting a UX & UI vision

**DePaul University**

*UX Specialist Guest Lecturer*

- Periodically give a series of lectures to human-computer interaction students on topics in game development, including UX design, UI art, and tools design