PRINCIPAL UIUX DESIGNER

SYDNEY TERRIS

PIXELS THAT MAKE YOU FEEL SOMETHING

UX ARCHITECTURE · UI VISION · UI TECH ART · DIEGETIC UI · UIUX DIRECTION & ADVISORY

TOOLSET: UE4, UE5, UNITY, ANGELSCRIPT, TYPESCRIPT, C++, AND PROPRIETARY ENGINES

EXPERIENCE

NOV 2024 – PRESENT

EMBER & ELK

PRINCIPAL UIUX DESIGNER & ADVISOR

BOUTIQUE UIUX DESIGN, ART, TECH, AND LEADERSHIP FREELANCE SERVICES FOR INDIE TO MEDIUM-SCALE PROJECTS ACROSS A RANGE OF GENRES AND ART STYLES.

NOV 2024 – PRESENT

VOID INTERACTIVE

UIUX LEAD

UIUX MANAGER FOR A BROAD TEAM OF DESIGNERS, ARTISTS, AND ENGINEERS TACKLING PROJECTS ACROSS VOID PUBLISHING AND THE READY OR NOT FRANCHISE. DEFINING THE EXPERIENCE VISION AND EXECUTION FOR PC, CONSOLE, MOBILE, AND VR PROJECTS FOR BOTH LIVE SERVICE AND IN-DEVELOPMENT TITLES.

NOV 2024 – PRESENT

1047 GAMES

UIUX DIRECTOR

UIUX DIRECTOR FOR A TEAM OF UX DESIGNERS, UI ARTISTS, UI TECH ARTISTS, AND UI ENGINEERS ACROSS SPLITGATE 2, SPLITGATE: ARENA RELOADED, AND TRACTION. DELIVERING A WORLD-CLASS, COHESIVE UIUX PRODUCT BELOVED BY THE SG:AR PLAYERBASE THAT MULTIPLIES ENGAGEMENT SUCCESS AND PLAYER RETENTION AS EVIDENCED BY KPI TRACKING ACROSS VARIANT DATA SLICES.

NOV 2024 – PRESENT

MOUNTAINTOP STUDIOS

UIUX DIRECTOR

UIUX DIRECTOR FOR A TEAM OF UX DESIGNERS, UI ARTISTS, TECHNICAL DESIGNERS, AND UI ENGINEERS FOCUSED ON BRINGING SPECTRE DIVIDE, AN EXCITING UE4, LIVE-SERVICE FPS TACTICAL SHOOTER TO LIFE. REIMAGINING GAMEPLAY-FIRST, ACCESSIBLE-BY-DESIGN FRONT END AND IN-GAME UI FROM THE GROUND UP, DELIVERING AN IMMERSIVE AND DYNAMIC EXPERIENCE THAT ENGAGES AND DELIGHTS ACROSS ALL CORE FEATURES INCLUDING GAMEPLAY, CUSTOMIZATION, PROGRESSION, RANKED PLAY, MTX, CLAN SYSTEMS, PLATFORM SERVICES, AND MORE.

NOV 2024 – PRESENT

RAVEN SOFTWARE / ACTIVISION

UX DESIGNER

UIUX DESIGNER, ARCHITECT, AND ARTIST FOR THE CALL OF DUTY FRANCHISE FOCUSING ON MULTIPLAYER, CAMPAIGN, AND LARGE MAP MODE UI & UX ARCHITECTURE. DIVERSITY, INCLUSION, AND ACCESSIBILITY DESIGN, DEVELOPMENT AND DEV-OPS ARCHITECTURE LEADER. DEVELOPED AND SHIPPED 10+ INSTALLATIONS OF THE CALL OF DUTY FRANCHISE ACROSS AN AUDIENCE OF OVER 200 MILLION PLAYERS GLOBALLY.

NOV 2024 – PRESENT

RAVEN SOFTWARE / ACTIVISION

ASSOCIATE UX DESIGNER

CONTACT ME:

SYDNEY-TERRIS.COM · LINKEDIN.COM/IN/SYDNEY-TERRIS

PRINCIPAL UIUX DESIGNER

SYDNEY TERRIS

SHIPPED TITLES

WOLF HAUS GAMES [2027] OPEN-WORLD SURVIVAL RPG	JOIN US
VOID INTERACTIVE [2026] CO-OP TACTICAL SHOOTER DLC	READY OR NOT: BOILING POINT
1047 GAMES [2026] FPS ARENA SHOOTER & BATTLE ROYALE	SPLITGATE: ARENA RELOADED
VOID INTERACTIVE [2025] CO-OP TACTICAL SHOOTER	READY OR NOT: CONSOLE LAUNCH
1047 GAMES [2025] FPS ARENA SHOOTER & BATTLE ROYALE	SPLITGATE 2
ASKA STUDIOS [FULL RELEASE TBD] ROGUE TPS DECK BUILDER	GANG OF FROGS
PIXILE STUDIOS [2025] BATTLE ROYALE	SUPER ANIMAL ROYALE: SUPER ANIMAL WORLD
SPECTRE DIVIDE [2024] FIRST PERSON TAC SHOOTER	SPECTRE DIVIDE
RAVEN SOFTWARE / ACTIVISION [2024] FPS CAMPAIGN	CALL OF DUTY: BLACK OPS 6
RAVEN SOFTWARE / ACTIVISION [2023] BATTLE ROYALE & EXTRACTION SHOOTER	CALL OF DUTY: WARZONE URZIKSTAN
RAVEN SOFTWARE / ACTIVISION [2023] FPS MULTIPLAYER, CAMPAIGN, & CO-OP	CALL OF DUTY: MODERN WARFARE III
RAVEN SOFTWARE / ACTIVISION [2022] BATTLE ROYALE & EXTRACTION SHOOTER	CALL OF DUTY: WARZONE 2.0
RAVEN SOFTWARE / ACTIVISION [2022] FPS MULTIPLAYER, CAMPAIGN, & CO-OP	CALL OF DUTY: MODERN WARFARE II
RAVEN SOFTWARE / ACTIVISION [2021] BATTLE ROYALE & SUPPORTING MODES	CALL OF DUTY: WARZONE PACIFIC
RAVEN SOFTWARE / ACTIVISION [2021] FPS MULTIPLAYER, CAMPAIGN, & ZOMBIES	CALL OF DUTY: VANGUARD
RAVEN SOFTWARE / ACTIVISION [2021] BATTLE ROYALE & SUPPORTING MODES	CALL OF DUTY: WARZONE VERDANSK '84
RAVEN SOFTWARE / ACTIVISION [2020] FPS MULTIPLAYER, CAMPAIGN, & ZOMBIES	CALL OF DUTY: BLACK OPS COLD WAR
RAVEN SOFTWARE / ACTIVISION [2020] BATTLE ROYALE & SUPPORTING MODES	CALL OF DUTY: WARZONE
RAVEN SOFTWARE / ACTIVISION [2019] FPS MULTIPLAYER, CAMPAIGN, & CO-OP	CALL OF DUTY: MODERN WARFARE
RAVEN SOFTWARE / ACTIVISION [2018] CAMPAIGN, ZOMBIES, & BATTLE ROYALE	CALL OF DUTY: BLACK OPS IIII

EDUCATION

MASTER'S DEGREE	**MARYLAND INSTITUTE COLLEGE OF ART** MASTER'S DEGREE (MPS), UX DESIGN
GRADUATE STUDIES	**BROWN UNIVERSITY** GRADUATE LEVEL STUDIES, THEORETICAL PHYSICS
BACHELOR'S DEGREE	**RUTGERS UNIVERSITY** BACHELOR OF SCIENCE (BS), APPLIED PHYSICS

CONTACT ME:

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