

SYDNEY TERRIS

LEAD UIUX DESIGNER

UX ARCHITECTURE // UI VISION
sydney-terris.com

PROFILE

Lead UIUX Designer by day and a video game dork by night. I love passionately developing vivid and vibrant user experiences that balance immersive depth with purposeful design.

KEY NOTES

Full-Stack UIUX Leader & Designer
End-To-End Ecosystem Developer
10+ Industry Leading Products
Mobile, Web, And Gaming Dev

SPECIALTIES

UX Architecture & Leadership
UI Art & Vision Development
Global-Reach Audiences
Accessible By Design Development

TOOLS

Adobe Suite & Figma
Unreal Engine & UMG
Typescript
Proprietary Engine Dev

SHIPPED PRODUCTS

Mountaintop Studios SPECTRE DIVIDE

First Person Tac Shooter // 2024

Call Of Duty® BLACK OPS 6

FPS Campaign // 2024

Call Of Duty® WARZONE™ 2.0

Battle Royale & Extraction Shooter // 2022

Call Of Duty® MODERN WARFARE II

FPS Multiplayer, Campaign, & Co-Op // 2022

Call Of Duty® WARZONE™: PACIFIC

Battle Royale & Supporting Modes // 2021

Call Of Duty® VANGUARD

FPS Multiplayer, Campaign, & Zombies // 2021

Call Of Duty® VERDANSK '84

Battle Royale & Supporting Modes // 2021

Call Of Duty® BLACK OPS COLD WAR

FPS Multiplayer, Campaign, & Zombies // 2020

Call Of Duty® WARZONE™

Battle Royale & Supporting Modes // 2020

Call Of Duty® MODERN WARFARE

FPS Multiplayer, Campaign, & Co-Op // 2019

Call Of Duty® BLACK OPS IIII

Multiplayer, Campaign, Zombies, & BR // 2018

NDA PROTECTED UNANNOUNCED

Fantasy FPS // Date TBD

EXPERIENCE

// OCT 2022 - PRESENT

UIUX LEAD Mountaintop Studios

UIUX Lead 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.

// FEB 2019 - SEPT 2022

UX DESIGNER Raven Software | Activision

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.

// MAY 2020 - PRESENT

PRINCIPAL UX & UI ADVISOR One Planet Life

Establishing visual design, visual language, and functionality scope for the One Planet Life mobile app.

// MAY 2018 - AUG 2018

UX DESIGN INTERN Raven Software | Activision

Redesigned eSports broadcasting tools around user research and feedback to amplify broadcaster agency from the professional to the amateur level for Black Ops IIII.

// MAY 2017 - AUG 2017 AND MAY 2016 - AUG 2016

UX & UI ARCHITECT INTERN The Coca-Cola Company

Responsible for the workflow analysis, information architecture, data visualization, prototype development, and user testing of the Evaluation Engine and CLIQ.

EDUCATION

MASTER'S DEGREE, UX DESIGN Maryland Institute College Of Art

Master of Professional Studies degree in UX Design.

GRADUATE STUDIES Brown University

Graduate work in Theoretical Physics including biophysics research and coursework covering electrodynamic, quantum, and solid state physics.

BACHELOR OF SCIENCE Rutgers University

Applied Physics and Women's & Gender Studies double major.

