

SYDNEY TERRIS

UX DESIGNER
&
UI ARCHITECT

PROFILE

I'm a UX 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**.

CONTACT

sydneydobbie@gmail.com
(248) 421-6602
sydneyterris.com

SPECIALTIES

UX & UI Design
Graphic Design
Video Game Development

LOCATIONS

Madison, WI
Atlanta, GA

SHIPPED TITLES

- **Warzone I Pacific**
Call of Duty, 2021
- **Vanguard**
Call of Duty, 2021
- **Warzone I Verdansk '84**
Call of Duty, 2021
- **Warzone I Black Ops Cold War**
Call of Duty, 2020
- **Black Ops Cold War**
Call of Duty, 2020
- **Warzone**
Call of Duty, 2020
- **Modern Warfare**
Call of Duty, 2019
- **Black Ops IIII**
Call of Duty, 2018

BEYOND DESIGN

UI Development & Implementation
Data Analytics & Research
Accessibility Design & Development
Diversity & Inclusion Development
Diversity & Accessibility Dev-Ops
Architecture Leadership
Theoretical & Applied Physics

EXPERIENCE

- **FEB 2019 PRESENT** **UX Designer - Raven Software**
UI UX designer and artist for the Call of Duty franchise focusing on multiplayer, singleplayer, and large map mode UX & UI architecture. Diversity, inclusion, and accessibility design, development, and dev-ops architecture leader.
- **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 - Activision I Blizzard**
Redesigned eSports broadcasting tools around user research to amplify broadcaster agency for Call of Duty.
- **MAY 2017 AUG 2017** **UX & UI Architect Intern - The Coca-Cola Company**
Integrated the Evaluation Engine with the Digital Community on Salesforce's platform to leverage big data for business capabilities at a global level across 15 identified fields.
- **MAY 2016 AUG 2016** **EA & Innovation 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 (MPS), 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.

