

Mai Tsuji

UX Designer/Product Designer
Seattle, WA

6146027333
www.mai-tsuji.com/
mai.tsuji@gmail.com
www.linkedin.com/in/mai-tsuji

WORK EXPERIENCE

Bungie

UX Designer | *Destiny 2, Marathon*

Nov 2021-Jul 2026

- Worked on a variety of quality of life updates and large-scale new features spanning multiple design systems, frameworks, and platforms (console, PC).
- Recently shipped highest-rated, positive feedback for updates to filter and sort experiences in the core inventory system.
- Collaborated alongside engineering, technical UX, visual design, and game systems designers.
- Delivered comprehensive investigative audits, user stories, greybox to hi-fidelity wireframes, interactive prototypes, detailed framework documentation; and presented proposals across teams, to directors, and feature stakeholders.
- Managed feature proposals by keeping track of scope, timelines, and clarifying with other teams/discipline areas of design, engineering, and technical constraints.
- Started outreach within and across teams to drive creative discussions, identify short and long-term problem spaces, start feedback loops, closing communication gaps, and keeping consistent alignment over project duration for feature handoffs.
- Created and maintained a Figma components library resource for UX/UI organization.

Fishermen Labs

UX + UI Designer | Various Projects

Aug 2021-Nov 2021

- Structuring layouts and copy, assembling UI components and icons for clients' AR, mobile, and web projects.

SKILLS

- | | | |
|----------------------------|---------------|-----------------------------|
| • UI design | • Figma | • Usability testing |
| • UX design | • User flows | • Cross-team collaboration |
| • Interaction design | • Prototyping | • Time and scope management |
| • Information architecture | • Wireframing | |

EDUCATION

Designlab UX Academy | UX Design Track

Jan 2020-Jul 2020

Otterbein University | B.A. Music

Sep 2009-May 2013