

Mai Tsuji

UX Designer/Product Designer
Seattle, WA

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WORK EXPERIENCE

Bungie

UX Designer | *Destiny 2, Marathon*

Nov 2021-Jul 2026

- Solved for a diverse range of user problem spaces focusing on long-term sustainability, from large-scale features and quality of life updates across multiple design systems, frameworks, and platforms in iterative processes, while handling ambiguity. Inventory sorting and filtering rework received highest-rated reception from player base.
- Collaborated alongside engineering, technical UX, visual design, and game systems designers - maintaining alignment and handoffs, consulting for technical constraints, scope, and feasibility.
- Delivered comprehensive investigative audits, user flows, and framework documentation; interactive, iterative prototyping from greybox to high-fidelity mockups in Figma; and presented proposals across teams, to directors, and feature stakeholders.
- Designed with accessibility and human-centered design principles, while combining *Destiny 2* brand identity with UX work.
- Started outreach within and across teams to drive creative discussions while identifying short and long-term constraints to solve for sustainability; opened and participated in feedback loops (internal, external, and company-wide usability testing), advocated for accessibility and inclusion, identified and closed communication gaps, and kept consistent alignment through project duration for informed handoffs.
- Curated 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

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|----------------------------|------------------------|-------------------------------|
| • UI design | • Figma | • Accessibility design |
| • UX design | • User flows | • Cross-team collaboration |
| • Interaction design | • Prototyping | • Time and scope management |
| • Information architecture | • Wireframing ideation | • Growth and learning mindset |
| • Systems design | • Usability testing | |

EDUCATION

Designlab UX Academy | UX Design Track

Jan 2020-Jul 2020

Otterbein University | B.A. Music

Sep 2009-May 2013