



SKY LU

UX DESIGNER + CONCEPT ARTIST

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EXPERIENCE

Apex Legends UX Design Intern

May 2022 — August 2022

- Refactored Apex Legends' UX/UI to improve functionality, optimize usage of screen space, and refine player experience — details currently under NDA.
- Collaborated with and presented to multiple stakeholders high fidelity wireframes to discuss further direction and execution of features.
- Designed multiple iterations focusing on older player familiarity, new player accessibility, and future-proofing the feature.

The Wind & The Wisp UI/UX Designer

May 2024 — Present

- Produced several HUDs, focusing designing a versatile space for microphone alt-control, controller, and keyboard as the sole UX designer and UI artist. Worked with engineers implementing the assets into Unity.
- Created mid and high fidelity prototypes of microphone calibration sequence on Figma, working with an engineer to ensure players understand the core game mechanic and controller.
- Collaborated with game and narrative designers designing the tutorial sequencing in a way so players of any experience with games are able to play.

STARWEAVE UI/UX Designer, Concept Artist

August 2022 — September 2023

- Worked with 60+ team members, ranging different disciplines, in meeting game's experience goals by creating mid fidelity wireframes and sequences for the party screen, and settings menu. Developed a style guide, making sure there is cohesion throughout UI assets.
- Overhauled numerous UI assets like dialogue box, combat turns, combat icons and more to better align with the UI style guide making the HUD feel it has more physicality and in the world.
- Iterated environmental concepts for multiple, unique zones through sketches, turn arounds and prop sheets for 3D modelers and 2D illustrators.

Social Moth UI/UX Designer, Art Lead

August 2021 — June 2022

- Led a team of 8 artists in a 2D, platform game to develop character and environmental designs, ensuring designs are cohesive.
- Revitalized UI through sketches, and wireframes. Animated all UI assets to strengthen the game's art style and narrative theme.
- Concepted and polished various designs for NPCs and environmental props with distinct shape language and personalities.

EDUCATION

B.A. Psychology, Minor in Game Design University of Southern California

Graduated, December 2022

SKILLS

Wireframing
Information Architecture
Interaction Design
Visual Design
User Flows
Site Mapping
Prototyping
Design Systems
SWOT Analysis
Character Concepts
Prop Concepts
Digital Illustrations

TOOLS

Unity
Clip Studio Paint
Figma
Notion
Obsidian MD
Miro
Trello
Github
Perforce
Jiro
Confluence
Adobe CS

INTERESTS

MMORPGs
Indie Games
Dungeons & Dragons
Light Novels
Coffee