

Bridgitte Leann Garcia

UI/UX Designer for Games and Accessibility

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A UI/UX designer with hands-on experience shaping player-facing screens, flows, and content for game and puzzle products, designing for players across the spectrum: the competitive player chasing mastery and the casual player just looking to have fun. Delivered a full UI/UX redesign that shipped two weeks ahead of a hard deadline through iterative playtesting, and brings an accessibility-first mindset, treating it as a design foundation rather than an afterthought that causes costly rework and bugs later. APXP certified in accessible player experience.

PROFESSIONAL EXPERIENCE

Lil Snack - Game Content Intern

June 2026 – August 2026

Los Angeles, CA

- Designed daily puzzle content for a player-facing game platform, iterating through a structured editorial review process to refine difficulty, clarity, and player engagement before publishing
- Playtested games in development and delivered accessibility feedback directly to engineering teams, and reviewed teammates' content with fast-turnaround feedback ahead of daily publishing deadlines
- Built a scoring rubric to evaluate 30+ creators for audience fit, engagement, and brand safety, informing which creators were activated to play the studio's games on stream

Game Studios (Clark University) - UI/UX Designer | Co-Producer

September 2023 – May 2026

Worcester, MA

- Redesigned the UI/UX of an in-development game across three iterative sprints, running two large-scale playtests with real players to surface usability issues and prioritize the redesign roadmap
- Co-produced agile sprints for an 8-person Unity team, managing a 90+ item backlog across Discord and Nuclino, shipping an alpha build two weeks ahead of the PAX East deadline while holding critical bugs under five per sprint

Clark University Office of Marketing & Communications - Digital Content Designer

December 2022 – May 2026

Worcester, MA

- Redesigned the department's web event calendar across two semesters, letting visitors browse upcoming seminar talks and subscribe to have them added directly to their personal calendars via notifications
- Grew the department's Instagram following through consistent content strategy, designed easy-to-read flyers for high-foot-traffic distribution and professor email outreach, and documented branding guidelines for future designers in the role

Refin3d - Web Designer

August 2025 – May 2026

Dallas, TX

- Designed and launched a WordPress + WooCommerce storefront from scratch for a 3D-printing startup, translating client discovery interviews into site structure and product information architecture, and implementing accessible image alt text to improve usability and SEO

EDUCATION

Clark University - Bachelor of Interactive Media (UI/UX Track), Minor in Marketing

May 2026

Worcester, MA | GPA: 3.88/4.0

- Dean's List; Entertainment Software Association (ESA) Foundation Scholar; E-Sports Championship
- Relevant coursework: UI/UX Design, Examining Play, Animation & Motion Graphics, Marketing Research

SKILLS & CERTIFICATIONS

Design: Player experience design, playtest facilitation, accessibility design, Figma, Adobe Creative Suite

Technical: Python, HTML, Unity, Unreal Engine, WordPress, SPSS, Microsoft Office

Certification: Accessible Player Experience Practitioner (APXP) - AbleGamers Charity