

BRIDGITTE LEANN GARCIA

UI/UX & Accessibility Designer | Digital Content & Community

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★ **APXP CERTIFIED** Accessible Player Experience Practitioner — AbleGamers Charity

Recent Interactive Media graduate (UI/UX Track) with hands-on design experience across game studios, a startup, and university platforms. APXP certified, with a track record of shipping designs from concept through playtest feedback.

HIGHLIGHTS

- ▶ Shipped an alpha build two weeks ahead of the PAX East deadline, holding critical bugs under five per sprint
- ▶ Grew a department's social following and YouTube subscribers 15% in 10 weeks through consistent content

SKILLS

Design: Player & user experience design, wireframing, prototyping, information architecture, accessibility-first design, playtest facilitation, Figma, Adobe Creative Suite

Research & Testing: Usability testing, user interviews, iterative design, data-informed iteration, feedback synthesis

Technical: Python, HTML, C#, C++, Unity, Unreal Engine, WordPress, SPSS

PROFESSIONAL EXPERIENCE

Lil Snack — Game Content Intern

June 2026 – August 2026

Los Angeles, CA

- Designed daily puzzle content for a player-facing platform through a structured editorial review process, and playtested in-development games, delivering accessibility feedback to engineering
- Built a scoring rubric evaluating 30+ creators for fit, engagement, and brand safety for stream activations

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

September 2023 – May 2026

Worcester, MA

- Redesigned an in-development game's UI/UX across three sprints and two playtests that shaped the roadmap
- Co-produced agile sprints for an 8-person Unity team, managing a 90+ item backlog and shipping an alpha build two weeks ahead of the PAX East deadline with 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 for browsing and subscribing to seminar talks
- Grew the department's Instagram following through consistent content, flyer design, and brand guidelines

Refin3d — Web Designer

August 2025 – May 2026

Dallas, TX

- Designed and launched a WordPress + WooCommerce storefront for a 3D-printing startup, translating client interviews into site structure and information architecture, with accessible alt text for usability and SEO

LEADERSHIP & INVOLVEMENT

Clark University Esports — Valorant Team

Fall 2022

- Won a National Esports Collegiate Conference (NECC) championship with Clark's Valorant team during first semester on campus — the program's first-ever title

Diversity in Games (Founder) & Multi-Org Exec Board — Student Leader

August 2022 – May 2026

- Founded a campus club advocating for accessible, inclusive game design, and led design and social media initiatives across 6+ student organizations

ESA Foundation Scholar (Alumna) — GDC & Industry Involvement

2025 – 2026

- Attended GDC in San Francisco as an ESA Foundation Scholar and WIGI Get in the Game Mentee, touring studio offices and industry events; also a guest speaker for Nite2Unite

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; ESA Foundation Scholar

Relevant Coursework: UI/UX Design, Visual Design, Animation, Digital Marketing, Marketing Research