

Scott McCallum

Senior Product Designer

www.scottmccallum.co.uk

scottmccallum92@gmail.com

+44 7999292347

Professional Summary

Senior Product Designer with over eight years designing complex creative tools, development workflows, and large-scale feature systems for game engines. I specialise in transforming highly technical requirements into intuitive scalable solutions with the user at the centre.

Core Competencies

Design Leadership: Complex workflow design, Developer tools, Game engine UX

Process: User research, Prototyping, Documentation, Cross-team collaboration, Mentoring

Systems: Design systems, Interaction patterns, Component libraries

Craft: UI, Interaction design, Visual design, Motion

Experience

Senior Product Designer

2017 - Present

GameMaker / Opera Browser

- Led the redesign of fundamental IDE workflows, creating the single document text editor and inspector window workflow reducing the need to use several bespoke editors to one consistent space. This was praised by the community on release as a significant workflow and time improvement.
- Drove the design of the asset browser and prefab asset management system, mentoring junior members of the team and working with developers to create a solution that was scalable in complexity whilst remaining easy for beginners to use.
- Designed Particle VFX and Sequences animation tools as part of the GameMaker IDE, translating complex backend code-only systems into easy-to-use, intuitive editors. This significantly lowered the barrier to entry for creating visually appealing games and strengthened the product's reputation in the industry.
- Contributed to the team that created a 3D + 2D product solution, helping users import and handle 3D models and convert them into sprites for easy integration.
- Pushed for and created the design systems used across all current and unreleased GameMaker products, speeding up design time, improving developer handover, and ensuring consistency across all tools and editors.
- Owned end-to-end design from research through ideation, prototyping, UI, documentation, and post-release iteration on several products from 0 to release.
- Conducted workshops and user research to align design strategy with user and company goals, including designing an Interactive Onboarding Tool to address issues in the entry flow.

UX Designer / Front End Developer

2015 - 2017

Attercopia

- Delivered UX, UI, and front-end builds for web and mobile products.
- Produced wireframes, prototypes, responsive designs, and full implementations using HTML, CSS, JavaScript, and WordPress.

Education

Web Design & Development BSc

2010 - 2014

University of Abertay, Dundee

User Research – Methods and Best Practices

2018

Interaction Design Foundation

Skills

Wireframing, Design Strategy, Prototyping, Visual Design, User Research, Interaction Design, Documentation, Design Systems, Branding, Game UI, 2D Animation, Collaboration, Communication, Problem Solving

Tools

Figma, Adobe Suite, Miro, Confluence, HTML, CSS, Webflow

About

I stay creative through art, writing, and music, and keep active with climbing and running. I play games on Switch and PS5 and love learning from the tools behind them.