

Nico Tzogalis

Senior UX Designer

+1 (438) 932 74-42

n.tzogalis@gmail.com

7437 Saint Andre Street, H2R2P8 Montreal, Quebec, Canada

tzog.ca/the-complete-works — [uxdesign](#)

Summary

Senior UX Designer & Product Design Lead with 15 years of experience shaping and leading end-to-end product experiences across media, education, and gaming. Specialized in designing and building thriving online communities, with proven expertise in cross-functional team leadership, strategic vision, and systems thinking. Track record of driving stakeholder alignment and delivering scalable enterprise SaaS solutions.

Experience

The Gnomon Workshop

Senior Product Designer

Aug 2025 - Present

- Lead product and UX design across core platform initiatives, including Learning Paths, Plans (Studios & Schools), navigation, and content discovery.
- Defined information architecture and experience strategy to better serve professional artists, studios, and educational institutions.
- Partnered closely with leadership, marketing, and engineering to translate business goals into scalable, user-centered solutions.

Epic Games / Epic Developer Experience

Lead UX Designer

Sep 2023 - Jul 2025, Montreal

- Led UX design for Epic's Dev Community hub (learning resources, docs, forums), defining vision, roadmap, and features aligned with user and ecosystem needs.
- Designed early concepts for Epic Developer Assistant (AI-powered tool) to support developers in Unreal Engine and Verse, enhancing productivity and onboarding.
- Strengthened the Epic Design System, driving navigation and notifications unification across products, and driving adoption through cross-team audits and QOL improvements.
- Shaped the vision to expand Dev Portal into a scalable enterprise hub, introducing member management and shared UI to onboard products like Fortnite's Creator Portal, Fab.com, and Unreal Engine Cloud services.
- Researched enterprise client pain points, improving onboarding flows and scalable permissions management for organizations and developers.

Epic Games / ArtStation

Lead UX Designer

May 2021 - August 2023, Montreal

- Continued leading UX for the ArtStation platform, with an expanded scope of responsibilities.

- Led a cross-functional design group focused on aligning design practices and fostering collaboration across teams, resulting in the creation of a shared design system to be used across Epic's portfolio of products.
- Drove the adoption of the new Epic design system within ArtStation, making it the first product at Epic to fully implement it. Leveraging ArtStation's agile workflow, we were able to deliver and scale the integration rapidly, setting a blueprint for other teams to follow.
- Contributed to a company-wide initiative to refine and unify navigation patterns & visual consistency across Epic's platforms. (e.g., unrealengine.com, epicgames.com, twinmotion.com).

ArtStation

Lead UX Designer / Product Designer

Jul 2013 - May 2021, Montreal

- Spearheaded the design and branding of ArtStation from its inception, beginning with logo design, early UX/UI concepts, and the platform's initial community-driven portfolio features.
- Designed and iterated on key features supporting professional artists in the media & entertainment industry, such as customizable portfolio websites, digital and print marketplaces, job boards, blogs, community challenges, and self-promotional tools by leveraging customer insights gathered through analytics, user feedback, and direct community engagement.
- Played a key role in evolving ArtStation into the industry-standard platform for artists working in games, film, TV, and publishing.
- Worked closely with a small, agile team to continually refine the platform based on community feedback and industry needs.

Ballistiq

UX/UI Designer / Product Designer

Apr 2013 - May 2021, Montreal

Designed UI/UX solutions for global media, entertainment, and learning platforms. Delivered community, training, and e-commerce experiences for industry leaders including Autodesk, Nvidia Toon Boom, Allegorithmic Substance Store, Luxion, Gnomon School and many more. Across all projects, I partnered closely with clients, developers, and stakeholders to create digital experiences that empowered their audiences and elevated their brand presence.

Education

Eracom – Ecole romande d'art et de Communication

CFC – Multimedia Designer

2009 - 2012, Lausanne, Switzerland

Gymnase Auguste Piccard (High School)

Federal Maturity in Economics & Law.

2004 - 2008, Lausanne, Switzerland

Skills

Cross-functional Team Leadership · Strategic Vision · Workshop Facilitation · Scaled Agile Framework · Project Coordination & Delivery · Enterprise SaaS · User Experience & Research · UX patterns · Systems thinking · User Interface Design · Excellent communication & presentation skills

