

MEAGHAN GLYNN

CREATES USER EXPERIENCES FOR GAMES

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INTRODUCTION

Hi, I'm Meaghan. I'm a senior game UX designer and UI artist with 17 years of experience in PC and mobile games. My goal as a designer is to create safe, engaging, player-centered pathways to game mastery.

Proficiencies

- Advanced prototyping in Figma, design systems, wireframes, documentation
- Unity and Unreal implementation and bugfixing
- Adobe software (Photoshop, Illustrator, XD, etc)

LATEST WORK



GAME OF THRONES: DRAGONFIRE

SENIOR UX DESIGNER
WB GAMES BOSTON

JUNE 2023 - DECEMBER 2025



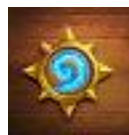
Dragonfire offered an intriguing challenge for me: Translate the complexity of the 4x strategy genre into a player experience that is accessible to casual mobile gamers and fans of the Game of Thrones franchise. Then, keep them engaged with the game over time. I became involved early in pre-production, and contributed to the game through soft launch.

- Worked closely with product owners and designers to conceptualize features in accordance with usability and business goals. Identified and documented best practices with UX leadership.
- Collaborated with engineers, art, QA, et al to create bespoke prototypes in Figma for complex feature designs that would inform their implementation into Unity.
- Tested prototypes and features in development, triaged feedback, and implemented accordingly
- Contributed to building the design system of the game throughout production
- Participated in twice-weekly collaboration sessions with my team in Figma, as well as regular 1:1 collaboration sessions with my lead and product owners.
- Housekeeping: documentation, Slack thread participation, attending build reviews and playtests, troubleshooting and bugfixing in Unity
- Supported and cultivated the talents of 2 mentees with biweekly 1:1s and reviews

PREVIOUS GAME EXPERIENCE



TEAM FIGHT TACTICS
SENIOR UI/UX DESIGNER
DEMIURGE STUDIOS
JAN-MARCH 2023



HEARTHSTONE
SENIOR UI/UX DESIGNER
DEMIURGE STUDIOS
2022-2023



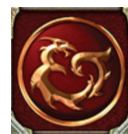
MARVEL PUZZLE QUEST
SENIOR UI/UX DESIGNER
DEMIURGE STUDIOS
2018-2022



INFINITE CRISIS
SENIOR UI ARTIST
WARNER BROTHERS GAMES
2015



LORD OF THE RINGS ONLINE
UI ARTIST
WB GAMES / TURBINE
2008-2014



**DUNGEONS & DRAGONS
ONLINE**
UI ARTIST
WB GAMES / TURBINE
2008-2014

EDUCATION

Accessible Player Experience (APX) Certification

Able Gamers
2024

Bachelor of Science, Graphic Design

Mount Ida College
Newton, MA
2005-2009