JUNGSOO WOO

Senior UI/UX Designer

🏠 Greater Toronto Area, ON | ✉️ jay.jungsoo.woo@gmail.com | 📞 647-871-5808

Portfolio Link

I am a veteran UI/UX expert, fully aligned with the Senior UX/UI designer position.

- **Specialization:** I have extensive experience in UI/UX design and development across **all platforms**, including PC online, mobile, and console games.

- **Core Competencies:** I have successfully designed and integrated intuitive and user-friendly experiences for a wide range of genres (MMORPG, FPS, TPS, 4X, Sports, Casino, etc.). While my primary strength lies in UI Art, I have been deeply involved in UX development throughout numerous game projects. With a strong user-centric mindset, I have consistently pursued the goal of creating game UX that can be played without the need for a manual.

- **Technical Skills & Collaboration:** I effectively create UX wireframes and prototypes using Figma and Adobe XD, and I am proficient with a wide range of Adobe tools. This allows me to define the UI art direction and provide clear guidelines to ensure that the UI is aligned with the game's identity and achieves a high level of visual quality. I also create UI animations using Adobe Animate or After Effects, and I am capable of integrating these assets into the game engine. Throughout this entire process, I maintain continuous, documentation-driven communication(Jira, Confluence, Miro, Figma, Basecamp, etc.) with the development team to ensure we are moving in the right direction and successfully achieving our project goals.

🕹️Technical Skills

Adobe Photoshop (10+ years), Adobe Animate (6 years), Adobe Illustrator (2 years), Adobe XD (3 years), Adobe After Effects (Less than 1 year), Figma (1 year), InVision (1 year), Unity (3 years), Unreal Engine (1 year)

🖌️Work Experience

Senior UI Artist | BKOM Studio | Quebec City, QC

February 2021 - June 2024

Responsibilities:

- Propose and execute UI design direction based on UX documentation and wireframes.
- Perform UI asset integration using Unity.

Key Projects:

- Imperium Romanum 2: UI Design & Unity Integration
- Run the Court: UI Design & Unity Integration
- Madzik Wars: UI Design & Unity Integration
- BeybladeX: UI Design & Unity Integration
- Pathfinder Gallowspire Survivor: Logo Design
- Pathfinder Abomination Vaults: Logo Design

Senior UI Designer | WGames | Toronto, ON

July 2017 – October 2020

Responsibilities:

- Created UI wireframes and prototypes.
- Directed UI interactions and motion.
- Designed and managed Unity assets.

Key Projects:

- Neverland Casino: UI Design, UX prototype
- Jackpot Planet Casino: UI Design, UX prototype

Lead UI/UX Designer | Zepetto | Seoul, South Korea

April 2013 – July 2016

Responsibilities:

- Led and managed the UI design team while contributing to design work.
- Directed ScaleForm UI development for Source engine-based games.
- Coordinated collaboration between UI designers and scripters.

Key Projects:

- Battle Carnival: UI/UX Team Lead (AAA Online FPS Game)

Lead UI Designer | LopopGames | Seoul, South Korea

July 2012 – April 2013

Responsibilities:

- Defined UI design direction and finalized style.
- Integrated UI using Unity (NGUI).

Key Projects:

- Arc Knight: UI/UX Design & Unity Integration (NGUI)

Lead UI Designer | Neowiz Games | Seongnam-si, South Korea

January 2012 – June 2012

Responsibilities:

- Improved and restructured existing UI designs.
- Supervised and reviewed outsourced UI work.

Key Projects:

- God of Fishing: UI Design

Lead UI Designer | CJ Gamelab | Seongnam-si, South Korea

July 2010 – January 2012

Responsibilities:

- Led a team of 9 UI developers.
- Managed simultaneous project development.

Key Projects:

- Hounds: UI Team Lead
- S2: UI Design
- Kingdoms: UI Design
- Unknown Project A: UI Team Lead
- Unknown Project Y: UI Design

Junior UI Designer | GameHi | Seoul, South Korea

September 2007 – July 2010

Responsibilities:

- Collaborated with senior designers on UI design.
- Designed icons and managed assets.
- Prepared materials for developers.

Key Projects:
- MetalRage: UI Design (Unreal Engine-based)
- Gogoxing: UI Design

2D Graphic Artist | G2soft | Seoul, South Korea

January 2005 – June 2007

Responsibilities:
- Created game graphic assets.
- Designed UI elements.

2D Graphic Artist | NESsoft | Seoul, South Korea

March 2003 – September 2004

Responsibilities:
- Created game graphic assets.
- Designed UI elements.