

Julie Tetreault

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Languages English & French

Portfolio jdtetreault.com

Experience

UI/UX Designer

Ubisoft Winnipeg | July 2019–2026

Games shipped: Rainbow Six Mobile, Far Cry 6

- Designed engaging and intuitive UI/UX for games and development tools, creating wireframes, prototypes, mockups and final assets from production through release, with integration in Unity
- Conducted user research and translated findings into actionable goals; documented and presented results to stakeholders
- Built and maintained design systems with clear documentation in collaborative workspaces such as Adobe, Figma and Miro

UX Instructor

Red River College | 2022

- Taught UX design principles, including user research, information architecture, wireframing, prototyping and accessibility
- Mentored students through end-to-end UX projects, providing feedback and guidance on design processes and deliverables
- Developed course materials aligned with industry standards and prototyping tools

Graphic & Web Designer

Multi Media Lab, RCAF Barker College | 2018–2019

- Used design and prototyping software to create high-fidelity website mockups, wireframes and prototypes
- Developed interactive websites with HTML, CSS and Javascript
- Designed printed media materials to support educational courses and programs

Education

Digital Media Design

Red River College Polytechnic | Graduated with Honours, 2019

New Media Design

Louis Riel Arts & Technology Centre | Graduated with Honours, 2016

Programs

Figma

Adobe Creative Suite (Illustrator, Photoshop & After Effects)

Miro

Unity

References

References available upon request.