

Julie Tetreault

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UI/UX & Product Designer

UI/UX and Product Designer with over 7 years of experience creating intuitive, engaging UI/UX for AAA and indie game studios. I have led UI/UX initiatives across cross-functional teams, contributing to industry-leading games and scalable, standardized development tools and workflows. I am actively teaching UX courses at a local college, training aspiring professionals through hands-on projects, mentorship, and an industry-aligned curriculum. Core competencies include:

User Interface (UI) Design | User Experience (UX) Design | User Research (UR) | Figma | Adobe Creative Suite | Unity | Wireframing | Prototyping | Information Architecture | Design Systems | Accessibility (WCAG) | Design Leadership | Workshop Facilitation | Documentation | Training & Instruction | Agile Development

Experience

Ubisoft | Winnipeg, MB | 2019 - 2026

UI/UX Designer

AAA Games Shipped: **Rainbow Six Mobile, Far Cry 6**

Designed UI/UX for AAA games and internal development tools from concept through release, translating user research into wireframes, prototypes, high-fidelity mockups and final asset integration.

- Expertise in UI optimization within the Unity game engine improved performance by noticeably reducing rendering costs while delivering polished, user-centered experiences.
- Aligned cross-functional teams around user-centered design practices, strengthening stakeholder trust through transparent feedback processes and ensuring 100% UX coverage for internal development tools.
- Increased internal playtest participation and efficacy by aligning sessions with project objectives, resulting in more actionable player feedback and measurable improvements to game features.

Red River College Polytechnic | Winnipeg, MB | 2022, 2026 - (Present)

UX Instructor

Taught UX design principles and best practices, including user-centered design, user research, information architecture, wireframing, prototyping, accessibility and modern design tools.

- Developed an industry-aligned curriculum incorporating current standards, workflows, and hands-on learning experiences.
- Mentored over 60 students per term for professional design roles through end-to-end design projects.
- Fostered a collaborative, inclusive learning environment that encouraged creativity, critical thinking, and user-centered problem solving.

Multi Media Lab, RCAF Barker College | Winnipeg, MB | 2018 - 2019

Graphic & Web Designer

Designed and developed responsive websites with high-fidelity mockups, wireframes, and interactive prototypes, and created print materials for educational courses and programs.

Education

Digital Media Design — Red River College Polytechnic, Winnipeg, MB

New Media Design — Louis Riel Arts & Technology Centre, Winnipeg, MB