# RENAUD TERNYNCK

Piedmont, CA
415.297.2185
rternynck@gmail.com

## PROFILE

• Over 18 years of PC and Mobile game and interactive design experience that included 9 shipped titles (Sims 2 and 4, Spore, Spore Galactic Adventures, SimCity, SimCity - Cities of Tomorrow, DarkSpore, Fort Stars, Torchlight 3) with a main focus on UI/UX.

• Skilled in creating, producing and managing team projects as well as creative problem solving. Ability to meet tight deadlines and take projects from concept to completion.

• Strong design process, from interfacing with the design and engineering team, flow diagramming, concept iterations, prototyping and in-game implementation.

• Expertise in key production software for interactive design, image manipulation, 2D and 3D motion graphics, 3D modeling, flow diagrams and wire-framing. Full knowledge of Unity and Unreal UI tools.

## EXPERIENCE

**Zynga/Echtra**
### Torchlight 3                                                    [2019 to Present]
*Lead Senior UI Designer*
Developing UX/UI for recently released multi-platform ARPG game. Responsible for all aspects of UI/UX design, prototyping and implementation in Unreal editor.

**Magic Fuel Games**
### Fort Stars                                                      [2015 to 2019]
*Lead Senior UI Designer*
Developing UX/UI in Unity for mobile game strategy builder game "Fort Stars". Managing a UI team of 1 engineer and 1 artist.

**Mediagraph**
### Mappable                                                        [2014 to 2015]
*Lead Senior UI Designer*
Responsible for the UX redesign of the Mappable Web App and porting it to mobile. Work included all aspects of UX wireframe and flow, prototyping and look/feel.

**EA/Maxis**
Over 11 years of user experience work for multiple AAA PC titles.
Includes: User flow diagramming, Interactive prototyping, UI Tech research and evaluation.
UI tool design, Artist management, Presentation.

## Mobile Game Exploration & Prototyping
*Director/Senior UI Designer*
Worked on several UX/UI game prototypes for unreleased mobile title.

## SimCity – Cities of Tomorrow
*Lead Senior UI Designer*
In charge of the SimCity expansion pack user interface. Game Intro Animation.

## SimCity
*Co-Lead Senior UI Designer*
Prototyping, Icon design, Interfacing with Engineering team for in-game implementation. Game Intro Animation.

## "MUiLE" Internal UI Tool
*Feature and UI Designer*
Main customer and UX/UI designer for the SimCity home brewed UI tool, developed in EA Webkit.

## Darkspore
*Senior UI Designer*
Co-led the design and implementation of the Darkspore user interface in Scaleform.

## Spore Galactic Adventures
*Lead UI Designer*
Led the design and implementation of the Spore user interface. Managed artists and contractors.

## Spore
*Lead UI Designer*
Led the design and implementation of the Spore User interface. Managed artists and contractors.
Helped tool engineering team evolve the core UI tool feature for improved productivity.

## Sims 2
*UI Artist*
Responsible for the design of the stand alone "Create a Sim" UX/UI, game entry, game intro movie.

## EDUCATION

## Academy of Art College, San Francisco, CA
Majored in Illustration with a focus on electronic media.

## Cours Bartholdi, Paris, France
Majored in Fine Arts.

## E.P.D.I., Paris, France
Majored in Industrial Design.

## REFERENCE

### Shawn Stone
*Lead Designer - Zynga/Echtra*

*707.685.6413*

### Steve Eng
*Manager, Program Management - Playstation*

eng.steve@gmail.com

### Stone Librande
*Lead Designer - Riot Games*

415.817.3800

### Chi Chan
*Art Director/Co-Founder - Magic Fuel Games*

cchan5@yahoo.com