

RENAUD TERNYNCK

Piedmont, CA

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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

UI/UX Consultant

City Builder Game

[2021 to Present]

Lead UI Designer

Developing UX/UI for soon to be released mobile builder game. Responsible for all aspects of UI/UX design, prototyping and implementation in Unity editor.

Zynga/Echtra

Torchlight 3

[2019 to 2021]

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

[2003 to 2014]

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

Co-Lead Senior UI Designer

Prototyping, Icon design, Interfacing with Engineering team for in-game implementation. Game Intro Animation. In charge of the SimCity expansion pack user interface.

"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. 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

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Chi Chan

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