

# Brennan Carlyle

Madison, WI

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btcarlyleportfolio.com



## Experience

### Respawn Entertainment

*UX Designer - Apex Legends*

*January 2024 - Present*

- UI/UX Design for MTX
- Wireframes & mockups for game modes
- Wireframes & mockups for weapons
- Wireframes & mockups for Legends

### Deep Silver Volition

*UX & Mission Designer - Saints Row*

*May 2021 - September 2023*

- UI/UX Design for DLC Store Menus
- Wireframes & mockups for missions/activities
- Mission design & bug fixing for Saints Row/DLC
- Usability testing for missions/activities

### OSF Jump Simulation

*UI/UX Design for medical training simulations*

*June 2019 - January 2020*

- UI/UX Design for Clinician Interface prototype
- Wireframes & mockups for platform prototyping

## Education

### Bradley University, Peoria, IL

*BS in UI/UX Design*

*Minor in Game Design*

### Rock Valley College, Rockford, IL

*Associate in Arts*

## Honors/Awards/Interests

*APX Certified under Able Gamers*

*Graduated Summa Cum Laude (BU)*

*Honor Roll and Dean's List student (RVC)*

*Recipient of Jeanette E. Nelson Scholarship*

*Recipient of Chris Gyorkos Swimming Scholarship*

*\*References available upon request*

## Skills

### Artwork & Design

*Adobe Creative Suite*

*Figma*

*Unity*

*Godot Engine*

*Unreal Engine 4 & 5*

*Blender*

*Maya 3DS Max*

*Zbrush*

*Substance Painter & Designer*

*Aseprite*

*Lucid Spark & Lucid Chart*

*Miro*

### Engineering & Languages

*Respawn Proprietary Tools*

*Volition CTG Editor*

*C++/C#*

*JavaScript*

*Git/Github/Gitbash*

*CSS/HTML*

*Unreal Blueprints*

*Visual Studio*

*Perforce*

*Hansoft*

*Jira*

### General

*UI/UX Design*

*Rapid Prototyping*

*Accessibility Design*

*Wireframing*

*Usability Testing*

*Storyboarding*

*User Research*

*3D Modelling*

*Concept Art*

*Working Remotely*

*Team Leadership*