



JUSTIN KHAN

User Interface User Experience Game Design

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PHONE: 1 403-360-2517
LOCATION: Edmonton, AB, Canada

INDUSTRY EXPERIENCE

The Rimestock Foundry

Producer, Lead Designer Feb 2019 - Present

- Developed long term plans for a brand new intellectual property and franchise, including a series of video games, supplementary media formats (such as graphic novels and short animated films), and merchandise.
- Cultivated relationships with investors to gain capital and seed funding and applied for production assistance subsidies through the Canada Media Fund.
- Primary point of contact between departments and acted as mediator for many of the cross discipline meetings and stand-ups.
- Utilized JIRA for maintaining user stories and tracking tasks within milestones and sprints.
- Designed the core gameplay loop and user flows and directed the programming, art, and audio teams to execute their tasks within the project vision.

BioWare

Technical UX Designer for Anthem July 2017 - Dec 2018

- 1 year contract extended twice to 18 months.
- Interpreted technical documentation to create wireframes for in-game screens and interfaces.
- Utilized "Schematics", the visual scripting language in the Frostbite Engine Editor, to build wireframes into functional screens.
- Collaborated with stakeholder, designers and programmers to gather information and resources.
- Built the foundations for several high importance screens with extensibility in mind.
- Owned multiple systems and screens and was the main point of contact regarding their backend functionality and overall design.
- Wrote and maintained extensive documentation for all deliverables.

Hapax Studios

Co-Founder, Project Director, Lead Designer Nov 2012 - May 2016

- Responsible for creating the vision and providing direction for all design related decisions.
- Assumed leadership role in the business foundation and management.
- Managed various schedules and tasks to achieve project milestones and deadlines.
- Facilitated team meetings and managed a team of 13.
- Managed PR with press and media, as well as social media presence.
- Wrote and maintained design documentation for game projects.
- Designed and implemented user interface wireframes.
- Created blueprints and architecture for game maps, level layouts, and building designs.

SKILLS

- Excellent interpersonal, written, and communication skills.
- Proficient at extracting key information from technical and verbose documentation requiring dissemination to a front end facing user.
- Seasoned at designing, wireframing, and implementing screens and user interfaces in video games, mobile/desktop apps, and for web.
- Highly experienced at writing and maintaining concise technical and design documentation for ease of use by various disciplines.
- Extremely knowledgeable in a variety of game genres, styles and their inner working mechanics.

SOFTWARE & TECH

- ████████ Unity3D
- ████████ Unreal Engine 4 (UE4)
- ████████ Frostbite Engine (FrostEd)
- ████████ Visual/Node Scripting
- ████████ C#
- ████████ HTML
- ████████ CSS/SASS
- ████████ JavaScript
- ████████ jQuery
- ████████ Adobe Photoshop
- ████████ Adobe Illustrator
- ████████ Adobe XD
- ████████ InVision
- ████████ Affinity Designer
- ████████ Git
- ████████ Perforce (P4)
- ████████ JIRA
- ████████ Confluence
- ████████ Notion.so





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SHIPPED TITLES

Anthem BioWare, Electronic Arts	PC, PS4, Xbox One 2019
Floppy Toupee Wingsol	Android 2018
Vulture Cubic Timeline Productions	PC 2017

FREELANCE & CONTRACT WORK

Cubic Timeline Productions

- Lead UI/UX Designer for Unannounced Game Project (PC) 2019
- UI Designer for Vulture (PC) 2017
- Marketing + Video Production for NCG 19: Gravitus (PC) 2014

Simple Connections

- UI/UX Design for Mobile Apps and Website Styling 2019

Wingfield Solutions

- Game and UI Designer for Floppy Toupee (Google Play) 2017

Onsite Safety Management

- 'Manual Builder' Web App Development 2017
- OH&S Manual Designer 2016

Summit Mobile Solutions

- Front End Web Developer 2017

Informed Pixel Media Group

- Media Content Creator and Brand Designer 2015

RELATED EXPERIENCE

JoeYoshi YouTube Channel

Video Producer Sept 2006 - July 2016

- Produced video content for over 10 years.
- Bug tested many video games and recorded glitches and exploits found.
- Managed communication with social media and implemented feedback from viewers.
- Successfully refreshed and rebranded the channel brand several times.
- Worked with numerous video editing software and specific audio and video recording hardware.

EB Games

Sales Associate Mar 2011 - Aug 2012

- Helped build a customer base by delivering consistent and excellent customer service.
- Successfully performed daily inventory count; received goods and stocked shelves.
- Obtained key holder position within three months of employment.
- Finalized daily transactions and balance end of day profits; resolved accounting discrepancies.
- Provided mentorship and supervision to new employees.

EDUCATION

University of Lethbridge

4 Years Studying B.FA New Media,
Minor in Management

INTERESTS

- Collecting retro video games.
- Refurbishing/modding retro video game hardware.
- Designing and coding games for retro video game hardware.
- Drumming and percussion.
- Cooking and experimenting with flavours.
- Building computers and keeping with PC hardware trends.
- Hosting community gaming events.
- Chrono Trigger

