


GEORGETH LYVER

UX Designer

 www.georgethlyver.com

Work Experience

Epic Games

● UX Designer | 12/2023 - Present

- Continuing my work with the Fortnite Battle Royale team.

● Associate UX Designer | 05/2023 - 12/2023

- Created and maintained up-to-date design documentation, which included things such as guidelines, design patterns, and use case specifications for in-game features.
- Analyzed playtest results and worked closely with other designers, developers, and artists to iterate on designs based on the feedback received.
- Advocated for inclusive features and design decisions that are accessible to all players.
- Created and adapted wireframes and prototypes for various game platforms (PC, console, mobile) to ensure consistent and enjoyable experiences.

● UX Design Intern | 10/2022 - 04/2023

- Translated goals and constraints into compelling user-facing features.
- Advocated for player goals and UX problem resolution in a collaborative environment.
- Created wireframes, interactive prototypes and documentation to solve player problems and outline use cases.

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● UX/UI Design Intern | 01/2022 - 02/2022

- Revised the existing user flows and user interface of a mobile app to create a digital product more in line with company goals.
- Worked with a design team of four to establish, document, and validate new user experiences with mockups, wireframes, diagrams, sketches, and other UX artifacts.
- Took broad, conceptual ideas and transformed them into user-friendly interfaces using visual design principles.
- Explored various design solutions to user problems that were uncovered through data analysis and user testing sessions.

Education

Springboard

UX/UI Design Certification | 03/2022

- 700+ hour, mentor-led intensive human-centered design course consisting of 4 portfolio projects for websites and mobile apps.

St. John's University

B.S., Marketing | 01/2020

- Undergraduate program providing students with the necessary knowledge to analyze market trends, develop effective marketing campaigns, and create meaningful contributions to the success of organizations in the competitive marketplace.

Skills

Research

- Heuristic Evaluation
- Stakeholder Interviews
- Usability Testing
- Evaluative Research
- User Flow Analysis
- Research Synthesis

Design

- Wireframes
- Prototypes
- Information Architecture
- Interaction Design
- Visual Design
- Feedback Integration

Tools

Software

- Figma
- Miro
- Adobe Creative Suite
- Atlassian
- Slack
- Google Workspace