JUSTIN MASSE

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OBJECTIVE

" I'm a **passionate** UX Tech Designer that has worked in a variety of mediums such as **print, web, and video games**. My background in computer science gives me the ability to **critically think** and solve problems from a variety of angles. When combined with my design skills and passion it sets an **unprecedented standard of quality**. I'm interested in this role for it's challenges, advancement opportunities and chance to **lead and mentor** a team. "

SKILLS

Technical
Frostbite, Unreal, Javascript, C++, Github, Perforce, Javascript, CSS, PHP, MySQL, OBS

Design
Photoshop, Illustrator, Adobe XD

WORK EXPERIENCE

2021 - Present

Respawn Entertainment
Senior Technical UX Designer

2016 - 2021

BioWare
Technical UX Designer
- Created and implemented new policies and standards for the implementation of UI's in engine.
- Designed wireframes and design documents for Anthem, unannounced project, and Dragon Age.
- Manage engine architecture of the UI system and ensured quality with review process.
- Implement prototypes and functional UI's for Anthem, unannounced project, and Dragon Age.
- Provide technical analysis to designers based on engine capabilities.
- Representative of the Dragon Age team on BioWare Accessibility Board.
- Worked with UI Artists to implement designed vision in engine.
- Worked closely with UXR to gather targeted feedback on designs and implementations for Anthem, unannounced project, and Dragon Age.
- Designed and developed internal web solutions for helpdesk, staff gallery, feedback, and value awards system.

2013-2016

UI/UX Freelancer
- Maintained pre-existing CBC Radio sites.
- Completed facebook app 'Gameology' for Mattel using PHP, Javascript, and HTML.
- Worked at various agencies in Toronto and California on website maintenance and microsites viewable on my portfolio.

2013-2015

DDB Tribal Worldwide
Intermediate Front-end Developer
- Built custom promotional and microsite solutions using modern technologies based on client needs.
- Improved projects by working closely with UX and Design teams.
- Built a company wide framework for developers and freelancers to standardize the development process which utilized grunt, bower, SASS, Compass, Foundation and templating for each client.
- Became the point of knowledge regarding the Oculus Rift, and provided technical demos.
- Provided training on how to use McDonald's Amazon CQ5 CMS to juniors.

2012 - 2013

Stellarpoint
PHP Developer
- Developed and maintained back-end site and security scripts using PHP.

2011 - 2012

BrockTV
IT & Marketing Manager
- Increased company awareness by running largest student run film festival in Ontario.
- Hired and managed a junior developer, and three marketing coordinators.
- Designed, and managed the development of a desktop and mobile video website.

2010 - 2011

IBM Canada
Technical Analyst