


# JUSTIN MASSE

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## OBJECTIVE

“ I'm a **passionate** Technical Designer who has worked in a variety of UI mediums such as **print, web and video games**.

My background in computer science and design helps me uniquely approach **complex problems** with long term solutions. By bridging the gap between design and technology we can create **fantastic solutions** that designers and developers love, but most importantly, **users love**.

Providing **clear direction, mentorship, guidance and removing any roadblocks** for teammates are the foundation of a good leader. ”

## SKILLS

Frostbite, Unreal, Source Engine, Squirrel Script, Javascript, C++, Github, Perforce, CSS, PHP, MySQL, Photoshop, Illustrator, Adobe XD, InDesign, Figma, Miro, JIRA, Confluence, OBS

## WORK EXPERIENCE

2022 - Present

### + Respawn Entertainment

#### Lead Technical Experience Designer

- Founded and established a new discipline within the UX department called Technical Experience Design.
- Hired and mentored over fifteen individuals globally into the Respawn Source technical stack.
- Created, Implemented and ran departmental processes like script reviews, weekly huddles, feature breakdowns, estimates, seasonal retrospectives, onboarding, onboarding buddies and more.
- Performed daily bug triage with production.
- High level planning with leadership, including high level estimates and long term tech velocity gains.
- Provide guidance in bi-weekly one on one sessions with reportees.
- Mentor and help all technical designers with UI script questions from direct and indirect teams.
- Built numerous shipped features such as weapons, modes, legends, and systems. (see portfolio)
- Coordinated and planned with UI code to build a new technical stack framework to replace VGUI.
- Planned the schedule with production for all fifteen tech designers based on their expertise, and technical stack knowledge.
- Gathered feedback from the team regularly and modified their day to day to better meet their needs.
- Integrated external partners into the internal team communications to raise moral, knowledge and feature awareness.

2021 - 2022

### + Senior Technical Experience Designer

2016 - 2021

### + BioWare

#### Technical Experience 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 Freelance

- 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.
- Became the point of knowledge regarding the Oculus Rift, and provided technical demos.
- Built a company wide framework for developers and freelancers to standardise the development process which utilised grunt, bower, SASS, Compass, Foundation and templating for each client.
- Provided training on how to use McDonald's Amazon CQ5 CMS to juniors.

2011 - 2012

### + BrockTV

#### IT & Marketing Manager

2010 - 2011

### + IBM Canada

#### Technical Analyst

Visit LinkedIn for older experience