

Colleen Nachtrieb

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I am an inspiring creative leader who has developed over 10+ interactive game titles featuring some of the world's top brands, from Game of Thrones to Star Trek.

Skills

Wireframing
Story boarding
Team building
Strategic planning
Vision creation
Prototyping
UX research
Design management
Studio leadership
Mentoring & coaching,
Asset implementation
UI architecture
UX management
Deck Presentation
Goal setting

Software

Adobe Photoshop
Illustrator
After Effects
XD
Animator
Sketch
Figma
Axure
Miro
Roadmunk & Jira
Unity Game Engine
Unreal
3D Studio Max
Maya
Microsoft Office Apps
C#, Java.

WB Games Boston 2020 - present

Director of User Experience & UX Manager

- Studio leadership & drove DEI initiatives
- Managed design and UX work flows and pipelines
- Set creative vision and product ownership of projects in concept and pre-production
- Fostered culture of iteration and collaboration across departments
- Set UX work standards and career development milestones for UX design team

Disruptor Beam 2013 - 2019

Creative Director & UI/UX Director

- Directed UX team over several projects life cycles.
- Collaborated and visualized core game loops and monetization moments.
- Created documentation/style guides, wire-frames, prototypes.
- Implemented UI in engine, and art solutions to improve performance across the UI.
- Designed and managed internal basic UI templates for all future mobile projects

38 Studios 2012

Lead UI/UX Designer

- Designed user flows & owned UX requirements for gameplay on Copernicus MMO.
- Implemented UI elements in Flash/Scaleform and optimized performance.

LEGO (Playwell Studios) 2010 - 2011

Senior UI/UX Designer

- Designed UX flows for LEGO Universe MMO
- Gathered user feedback and performed user testing.
- Implemented UI elements in Flash/Scaleform, including localization and hook up of sound elements.

Budcat Creations/Activision: 2007-2011

Lead Game Designer/ 3D Artist

- Level design & enemy behavior design/balancing, experiential design, UI art & design
- Managed team tasks and priorities.
- 3D asset optimization and creation across multiple platforms (console, mobile, handheld)

Desert Nomad Studios 2005 - 2006

3D Artist

- 3D asset creation, animation, VFX, rigging and texturing

Vicarious Visions 2003

QA Tester

- Tested and documented game progress for in production titles (console and handheld.)

Education

AWE Leadership Accelerator

Syracuse University - Bachelors of Fine Arts

Art Institute of Pittsburgh - BS Interactive Media and Animation

Published Works:

Game of Thrones: Conquest, Archer: Danger Phone, Star Trek Timelines, The Walking Dead March to War, Game of Thrones Ascent, Fart Cat, Kingdoms of Amalur MMO, LEGO Universe, Guitar Hero 3 (PS2), Guitar Hero Aerosmith (PS2), Guitar Hero Metallica (PS2), Our House(Wii), Blastworks (Wii), Top Shot Arcade (Wii), Pix Maze (iOS), A Tale in the Desert MMO, Crash Bandicoot Nitro Kart