Rory Starks

UI/UX DESIGNER

http://www.rorystarks.com
rory.starks@gmail.com
505 Cypress Point Dr. Unit #229
Mountain View, CA 94043
812-361-4691

PROFILE

- Eight years of experience in user interface design and development.
- Fast learner with the ability to quickly adapt to changes in development platforms and technology.
- Highly organized, detail-oriented visual thinker.

WORK EXPERIENCE

Kiwi, Inc. *(10/16 – present)*
Director of UI/UX
- Created wireframes, mockups, and prototypes for a mobile video chat app.
- Worked with engineers to ensure pixel-perfect implementation of finished designs using Sketch and Zeplin.
- Designed animations and rapid prototypes in Xcode/Objective C.

SGN, Inc. *(5/15 – 8/16)*
Director of User Experience
- Produced wireframes, mockups, rapid prototypes, and final UI art for a free-to-play mobile game.
- Implemented UI assets in Unity 5 with uGUI and C# scripts.

Kiwi, Inc. *(6/12 – 5/15)*
Director of User Experience
- Produced wireframes, mockups, and final UI art for multiple free-to-play games.
- Managed a team of UI artists and designers.
- Developed helpful tools for Flash and Photoshop to assist the art and UI teams with asset preparation and integration.

Disney Interactive Media Group (Playdom) *(10/09 – 06/12)*
Senior UI Designer
- Produced wireframes, user flows, and prototype interfaces for several Flash and HTML-based social games.
- Helped define the look and feel of the user interface in the popular hidden object game Gardens of Time.
- Designed and implemented new interactive features to the site based on playtesting and user feedback surveys.

Synthetic Worlds Initiative *(8/08 – 6/09)*
Interface Designer and Programmer
- Developed the interface for a browser-based virtual economics simulation.
- Redesigned the website to include dynamic jQuery and AJAX elements.

The Academic Edge, Inc. *(9/08 – 3/09)*
Interface Developer
- Assisted in the development of computer-based training programs used by professionals in the healthcare industry.
- Collaborated with content creators and programmers to complete our projects on time and under budget.

EDUCATION

Master of Science in Immersive Mediated Environments (MIME) *(Graduated 5/07)*
Indiana University Bloomington
  Focus: Game Design and Virtual Worlds

Bachelor of Arts in Telecommunications *(Graduated 5/04)*
Indiana University Bloomington
  Focus: Multimedia/Web Design and TV Production

SKILLS & KNOWLEDGE

UI/UX Design
Photoshop, Animate, Illustrator, After Effects, Premiere, Audition, InVision, Origami, Sketch, Mockflow Wireframe Pro

Programming
C#, Java, JavaScript, Lua HTML, CSS, PHP, MySQL, AS3

Game Development
Unity 5, UGUI, Oculus
GameMaker: Studio

PUBLISHED WORKS

As Director of UX
Ballistics (2015)

As UI Designer
Age of Espers (2014)
AdLooper (2014)
Enemy Lines (2013)
Mystery Estate (2013)
Shipwrecked (2012)
Disney Animal Kingdom (2012)
Gardens of Time (2011)
Verdonia (2010)
'Lil Farm Life (2010)

As Assistant UI Designer
Wild Ones (2009)
City of Wonder (2010)
Mobsters 2 (2009)
Mobsters (2009)
Sorority Life (2009)

EXHIBITIONS / HONORS

BAFTA NOMINATION (2012)
Best Web Browser Game
Gardens of Time

FACEBOOK (2011)
Most Popular Game
Gardens of Time

GDC ONLINE (2011)
Best Social Game: Gardens of Time

THE WEBBY AWARDS (2009)
Honoree: GameZombie.tv

THE WEBBY AWARDS (2008)
Honoree: GameZombie.tv

JAY IS GAMES Casual Game Contest #5 (2004)
Finalist: M.I.L.O. Waking Up!

JAY IS GAMES Casual Game Contest #4 (2007)
Finalist: Entropic Space

Project examples available at
http://www.rorystarks.com/