KINGSLEY IP

✉ kingsleyip@live.com
📞 604-356-6304

PROFILE

User Experience Designer with a strong foundation in quality assurance, combining a keen eye for design with meticulous attention to detail. Skilled in creating intuitive user flows and interfaces.

EDUCATION

BSc in Interactive Arts and Technology
Simon Fraser University

SKILLS

- Figma
- Photoshop
- Illustrator
- Perforce
- JIRA
- Unreal Engine (UMG)

IxDF (Interaction Design Foundation)

Certifications for:
- Interaction Design for Usability
- Human-Computer Interaction

CONTACT

✉ kingsleyip@live.com

in linkedin.com/in/kingsley-ip

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WORK EXPERIENCE

UX/UI Designer
Heavy Cav Studio - September 2024 to Present

- Designing wireframes and documenting user flow to streamline the user experience
- Developing and testing interactive prototypes using Figma for rapid design iteration
- Implementing and optimizing visual HUD elements within Unity

Quality Assurance Specialist
Creospark - April 2023 to Present

- Create a formal QA process along with required documentation
- Experience with automated testing using PowerApps Test Studios
- Created Azure DevOps processes
- Creating and executing test plans

Quality Assurance Analyst
Blackbird Interactive - May 2020 to March 2023

Hardspace: Shipbreaker

- JIRA Dashboard Management to maximize issue management project wide.
- Triaged issues with developers to provide more information if needed.
- Published Tutorials on Confluence to help team members with hardware troubleshooting.
- Video capture with OBS using a replay buffer for precise repro steps.
- Provided feedback on general UX/UI
- Prototyping UI for an additional feature.
- Created user experience design document for accessibility feature for visual deficiencies that was implemented into the game.

Developer Support 3
Keywords Studios at Electronic Arts - September 2019 to April 2020

UFC4

- Hansoft test case management
- Created test plan for the team to ensure all features were tested correctly.
- Led Audio/Presentation QA Team with testing.
- Point of contact for Romanian external team
- Hosted feature reviews with developers

Developer Support 1
VMC at Electronic Arts Vancouver - January 2017 to December 2017

FIFA 18 and UFC 3

- Destructive Testing
- Logging issues
- Tracking down live issues

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