

TAYLOR WRIGHT

UX & PRODUCT DESIGNER

Location Edinburgh, UK & Remote
Eligibility UK Global Talent Visa

Email taylor@redlamp.org
Portfolio redlamp.org
Linkedin linkedin.com/in/redlamp

20+ years designing and building professional interactive products that are quick to learn and hold up under expert use.

SKILLS

- **Leadership** Guiding the growth of design teams, mentoring new hires, setting direction across disciplines.
Whether leading or IC, I can keep a cool head and am happy to roll up my sleeves to do the work.
- **Process** Concept, research, and planning through to production and delivery. I pick up a team's process or bring my own.
- **Design** Interaction design, motion design, animation, typography, and design systems, with clear information architecture and accessibility. Visual craft at product level, from first concept through production files.
- **Technical** Designing and coding front-end systems, so designs survive contact with the build. I can specify and review directly with engineers (without driving them crazy).
- **Agentic** Focused on how design evolves in an AI-driven world: helping teams stay human, creative, and trusted while embracing the new speed and possibilities AI brings.
- **Tools** Claude Code, Codex, React, Next.js, Figma, Adobe CC, Unreal Engine, Unity, Godot, Miro, Jira, Confluence.

EXPERIENCE

UX & PRODUCT DESIGN FREELANCE & CONTRACT

1999 - Present

- Product design and development for creative tools, robotics, AAA games, and interesting problem-solving spaces.
- Designing and coding design tools in React, Next.js, TypeScript, Tailwind, WebGL, and Three.js, tested with Playwright.
- Designed the Godot 4.0 Color Picker (RGB, HSV, RAW, OKHSL, and HDR). Shipping since 2023, used across the engine.
- Brands: Adobe (Substance 3D), Godot Engine, Rockstar Games, Blizzard Entertainment, Electronic Arts, Sony, ZA/UM, Glowmade, Amazon Game Studios, Wave VR, Meta, Nike. Client programs across aerospace and defense.

UX DESIGN LEAD at LAUNCHPAD BUILD AI

2025 - 2026

- **Launchpad OS** Built a component-based Human-Machine Interface (HMI) for robotics and industrial manufacturing platforms, usable by operators with no prior experience and by robotics engineers, across varied factory conditions.
- Agentially architected a design system for client programs and internal projects, based on shadcn and Tailwind.
- Designed and built interfaces for industrial touchscreens, tablets, and desktops using React and Electron.
- Piloted agentic AI workflows with Claude (Code, Cowork, Design, Routines) to research, build prototypes, generate internal tools, and deliver presentations.

PRINCIPAL UX DESIGNER at RAW POWER GAMES

2023 - 2025

- **Chronicles: Medieval** UX design for 4 core systems on a 4X simulation game (large-scale battles, character combat, HUD, and a dialogue system) designed in Figma, prototyped in Unreal Engine.
- Co-led growth of UX/UI team from 2 designers to a cross-discipline team of 8, mentored new hires, and built team culture.
- Ran 10+ remote and onsite workshops focusing on concepting, gameplay, and process with cross-functional stakeholders across UX/UI, game design, internal tools, and production, surfacing pain points and refining workflows.

SENIOR STAFF PRODUCT DESIGNER at ADOBE

2022 - 2023

- **Substance Designer** Designed the highly requested **Portal Nodes** feature, enabling users to manage large, complex node graphs. Informed by my workshops, user research, and prototyping.
- **Frame Improvements** and **Graph Layout Assist** Built user-requested improvements with Adobe's Prototyping team, continuing the focus on usability and delivering frequently requested enhancements to the node graph.
- Developed and led six 40-min workshops for 12-36 participants on upcoming release features, generating actionable feedback in a fun, collaborative environment. My format was adopted by others on the team.

PRINCIPAL UX DESIGNER at ZA/UM STUDIO

2021 - 2022

- **Disco Elysium** Led UX porting from PC to console and handheld, improving localization, legibility, and accessibility.
- Conducted extensive postmortem analysis and workshops to understand past wins and losses and plan for future projects, refining the art production pipeline and generating data to quantify production costs.
- Introduced Agile practices and onboarded the larger dev team to them.
- **Y12 (unreleased game)** Led long-term planning and production, as well as concepting, pre-production, and prototyping.
- **FELD (internal narrative design tool)** Ran product design on the internal graph-based narrative engine for the writing and tools teams. Grounded in research evidence, redesigned Vue defaults into a refined design system to improve accessibility.

PRINCIPAL UX DESIGNER at FORCE FIELD ENTERTAINMENT

2020 - 2021

- Led a 10+ member, multi-disciplinary team through production and development of a vertical slice VR project for Meta.
- Member of the management team. Planned and scoped production for an unannounced AAA VR title on a well-known IP.

SENIOR UX DESIGNER at GUERRILLA GAMES

2019 - 2020

- **Horizon Forbidden West** Prototyped and built UI features and scripting tools to aid UI Art, using Decima Engine.
- Co-led a newly formed UX/UI team, running production planning, mentoring new talent, and coordinating across teams.

UX DESIGNER at BLIZZARD ENTERTAINMENT

2015 - 2017

- **Heroes of the Storm** Designed the player progression and profile screens for the Heroes 2.0 relaunch. Also designed in-game chat, emojis, voice chat, matchmaking rating, and ranked lobby, all for a live service with a rapid-release schedule.
- **Heroes Brawl** Led UX for the weekly rotating game mode: shuffle select, team display, the main-menu hub, and the information architecture. The framework I built in 2016 still runs the feature today.
- **HGC World Finals** Blizzard's appointed team manager for three pro teams across a two-week embed. This access to players, casters, community, and event production informed my esports chapter in "Game Usability" (2nd Ed).

SENIOR UI PROGRAMMER at ROCKSTAR SAN DIEGO

2011 - 2015

- **Grand Theft Auto V** Built and maintained UI across the pause menu, scoreboard, in-game websites, and 15+ minigames in Scaleform and RAGEScript, keeping interaction patterns consistent while supporting localization over 13 languages.
- Embedded at Rockstar North in Edinburgh for 3 months through the final stretch of development.
- Delivered UI into an international production of 800+ people across 8+ Rockstar studios on three continents.
- **Red Dead Redemption 2** Co-led early development on the project, building a new data-driven component library system and asset loading workflows. Designed and built a scalable HUD messaging system in Scaleform and the RAGE engine.
- Engineered migration pipeline between GTAV and RDR2, cutting runtime from 4 hours to 30 minutes by parallelizing tasks with IncrediBuild. Worked deep into the plumbing of Flash/Scaleform to optimize workflows.

EARLIER WORK**UI DESIGNER** at ELECTRONIC ARTS (Pogo)

2010 - 2011

UI DEVELOPER at IDLE GAMES

2010

UI DEVELOPER at ODOPOD

2006 - 2007

PUBLICATIONS

"Game Usability" (2nd Ed) Co-authored a chapter about esports and UX Design.

2022

EDUCATION

California College of the Arts

Graphic Design, BFA

2001 - 2005

UC Berkeley Extension

Computer Programming, Cert.

2007 - 2008

Mira Costa College

Print Publishing, Cert.

1999 - 2001