

TAYLOR WRIGHT

UI / UX & PRODUCT DESIGNER

EMAIL
ONLINE

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LOCATION

Edinburgh, UK
& Remote

SKILLS

- End-to-end UX and product design, from napkin sketch to production-ready design systems, with attention to **accessibility (a11y), information architecture, visual design, typography, and motion**. I take pride in my craft.
- Leading and supporting teams through clear communication, mentorship, and strong cross-functional collaboration.
- Quick to learn new tools and adapt to team workflows. **Figma, Creative Cloud, Unreal Engine, Unity, in-house tools**, etc.

WORK

THE REDLAMP ORGANIZATION

EDINBURGH, UK

Experienced UX & Product Designer

1999 - PRESENT

- Available for freelance, contract, or full-time work in tech, games, or interesting problem-solving spaces.

RAW POWER GAMES

COPENHAGEN, DK (REMOTE)

Senior UX Designer

2023 - 2025

- Guided multi-disciplinary strike teams from concept to early production by building wireframes and rapid prototypes in **Figma** and **Unreal Engine**, documenting processes in **Confluence**, and leading brainstorming sessions in **Miro**.
- Improved collaboration, efficiency, and consistency across features and strike teams by supporting leadership to build the UI/UX team, mentor new hires, foster team culture, and refine workflows.
- Created visually compelling and performance-optimized interfaces directly in-engine by building game features in **Unreal Engine** and components with the UI Framework (**UMG**) and advanced material/shader system.
- Hosted online workshops with **Miro**, delivering actionable feedback for multiple teams, enhancing subject matter understanding, collaboratively identifying pain points, and prioritizing needs in a production-friendly manner.

ADOBE - SUBSTANCE 3D

LYON, FR (HYBRID)

Senior Staff Product Designer (CONTRACT)

2022 - 2023

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

GLOWMADE

GUILDFORD, UK (REMOTE)

Principal UX Designer (CONTRACT)

2022

KING OF MEAT (PC, SWITCH, XBOX, PLAYSTATION)

- Short-term contract focused on mentoring and improving UI/UX workflow, efficiency, and cross-team coordination.

ZA/UM

BRIGHTON, UK (REMOTE)

Principal UX Designer (CONTRACT)

2021 - 2022

DISCO ELYSIUM - THE FINAL CUT (PC, SWITCH, XBOX, PLAYSTATION, STADIA)

- Led UX efforts to port the game from PC to all new platforms, improving accessibility, legibility, and usability for a seamless experience across diverse hardware requirements (from PC, TV, handheld, and beyond).
- Conducted extensive postmortem analysis and workshops to plan for future projects, including understanding and refining the art production pipeline, and data to quantify production costs, to help predict future work effectively.

Y12 (UNANNOUNCED NARRATIVE RPG)

- Designed features, optimizing mechanics and gameplay systems to drive engagement and narrative immersion.
- Led long-term planning, defined production workflows, and ensured alignment with project goals.
- Introduced **Agile** practices and onboarded the larger dev team to foster better collaboration and efficiency.

FELD (INTERNAL NARRATIVE DESIGN TOOL)

- Product design for the internal narrative tool/engine, enhancing usability, fit, and feel for writers and designers.
- Conducted extensive user research sessions to focus on the needs of the writing team and internal tools team.

FORCE FIELD VR

Principal UX Designer (CONTRACT)

- Led a 10+ member, multi-disciplinary feature team through the production of a vertical slice project for **Meta**.
- Part of leadership team planning and scoping production for a full-scale AAA VR title based on a well-known IP.
- Designed prototypes and interaction systems using **Unreal Engine** to explore and refine VR gameplay experiences.

AMSTERDAM, NL

2020 - 2021

GUERRILLA GAMES

Senior UX Designer (CONTRACT)

HORIZON FORBIDDEN WEST (PLAYSTATION, PC)

- Worked with leadership and production to scope, prioritize, and schedule UI/UX requirements across the project.
- Developed onboarding processes for newly formed team, guiding teammates new to the company, tools, and industry.
- Designed, documented, and prototyped across all UI surfaces, including HUD, in-game, and menus.
- Built and implemented UI and gameplay features using the **Decima Engine**, including scripting tools to aid UI Art.
- Improved tools and workflows by designing quality-of-life updates for the **Decima Engine**.

AMSTERDAM, NL

2019 - 2020

WAVE VR

Senior UX Designer (CONTRACT)

- Designed systems to support user-generated content, social features, community growth, and player retention.
- Created VR prototypes with **Unity**, wireframes with **Adobe XD**, and design documentation with **Confluence**.

AUSTIN, TX, US

2018

BLIZZARD ENTERTAINMENT

UX Designer

HEROES OF THE STORM (PC)

- Designed features to boost engagement, improve live game experience, and strengthen the esports ecosystem, contributing to sustained player acquisition and retention, including the massive **"Heroes 2.0"** update.
- Led design for **Heroes Brawl** game mode, introducing the first 3-month content plan to set the pattern for updates.
- Created wireframes, prototypes, and UX docs across a range of tools, ensuring streamlined development for features.
- Gained valuable experience in **Agile** workflows, working closely with producers on rapid release cadences.

IRVINE, CA, US

2015 - 2017

ROCKSTAR GAMES

UI Programmer

GRAND THEFT AUTO V (PC, PLAYSTATION, XBOX)

- Ensured consistent UI implementation and interactions across 15+ minigames using **Scaleform** and **RAGEScript**.
- Contributed to key features and systems across the game, including pause menu, scoreboard, in-game websites.
- Worked with a team of 800+ across 8+ studios, delivering a cohesive experience to a global audience.

CARLSBAD, CA, US

2011 - 2015

RED DEAD REDEMPTION 2 (PC, PLAYSTATION, XBOX, STADIA)

- Led vanguard of the UI/UX team in establishing design, motion, and frameworks for the return to the **Red Dead** IP.
- Developed a robust and scalable HUD messaging system in **Scaleform** and the **RAGE** engine, allowing for seamless integration of new content channels and designs through a simple script interface.
- Built tools and processes to streamline migration and maintenance of UI systems between **GTAV** and **RDR2**.
Conducted 6 migrations over 6 months, reducing processes from 4 hours to just 30 minutes using **IncrediBuild** scripts.

ADDITIONAL WORK		EDUCATION	
ELECTRONIC ARTS (POGO)	REDWOOD SHORES, CA, US	CALIFORNIA COLLEGE OF THE ARTS	2001 - 2005
UI Designer	2010 - 2011	Graphic Design	Bachelor Of Fine Arts
IDLE GAMES	SAN FRANCISCO, CA, US	UC BERKLEY EXTENSION	2007 - 2008
UI Developer	2010	Computer Programming	Certificate
ODOPOD	SAN FRANCISCO, CA, US	MIRA COSTA COLLEGE	1999 - 2001
UI Developer	2006 - 2007	Internet & Multimedia	Certificate
		Digital Print Publishing	Certificate

NOTABLE EXTRAS

GODOT (OPEN SOURCE GAME ENGINE)

2022

Designed the Color Picker for Godot 4.0.

"GAME USABILITY" (SECOND EDITION)

2022

Co-authored chapter about esports and UX Design.

UNIVERSITY OF MARYLAND

2020

Guest Lecturer on UI/UX in Game Design & Development.

ESPORTS TEAM MANAGER

2016

Blizzard-appointed manager for **BlizzCon**, embedded with top esports teams and coordinating event logistics.