

James Dircks



www.jamesdircks.com



jtdircks@gmail.com



971-217-7885



www.linkedin.com/in/jamesdircks

UX Design

Skills

UX Research
Interaction Design
UI Design
Wireframing
Prototyping
Data Visualization
Playtesting
Moderating
Data Analysis

Tools

Tableau
Figma
Maya
Photoshop
Microsoft Office

Engines

Unity
Unreal
Proprietary

Education

DigiPen Institute of

Technology

Game Design (BA)

Psychology (Minor)

Graduated April 2020

Work Experience

DigiPen Institute of Technology

September 2018 - Present

User Research and Testing (Teaching Assistant)

- Advise students on personal and course projects focusing on how to improve their testing methodology.
- Assist with grading and providing feedback to student course work.

Data Analysis and Visualization (Teaching Assistant)

- Guide and provide feedback to students on how visualize data and information.
- Students applied these visualizations for written reports and in-game UI.

The Stars Between Us - Mobile VR Puzzle game

December 2018 - March 2019

Contract UX Researcher and Data Analyst

- Consulted on UX problems and solutions, with an emphasis on analyzing telemetry to understand player experience.
- Produced reports with data visualizations that helped a small independent team improve level pacing.

Academic Projects

Quasar League - Networked 3D Hero Shooter

December 2018 - Present

UX Designer/Researcher, Producer/Design Lead

- Design and wireframe unique post-game screen dashboards including heatmaps, bar graphs, and player stats, providing an improved post-game experience to aid players in improving their mastery and/or performance.
- Design menu interactions, comprehensive spec sheets, and asset lists for teammates to effectively communicate implementation details for the designed UI.
- Wireframe, prototype, and iterate menus, HUD elements, and diegetic UI to address player issues and improve player engagement.
- Communicate closely with each member of the seven-person team discussing their tasks, progress, and any potential blockers in order to keep production smooth.
- Defined character archetypes that guided our design team to create characters and gameplay that would appeal to our target player base.
- Facilitate weekly playtest rituals, providing a sample playtest script for team members to observe and talk to playtesters. This provided very beneficial and actionable feedback.

Project Janus - First-Person Puzzle game

July 2019 - December 2019

UX Designer/Researcher

- Designed and prototyped HUD UI and feedback that kept game clear, focused, and user friendly.
- Help iterate level design and effects to better communicate mechanics and teach the player.

Quasar - 2D Multiplayer Arena Shooter

February 2018 - September 2018

UX Designer/Researcher

- Developed, used, and compiled surveys and testing instruments for playtests which significantly improved users' experience with Quasar's controls and mechanics.
- Analyzed and visualized large sets of data collected from PAX West and other events that improved systems, characters, and levels.