

KAIWEN YOUNG

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Hi! I'm a UX leader, product designer, problem solver and strategist.

My passion is working with companies of any size looking to create value and contribute to the greater good.

Let's develop great ideas into even better realities. I've spent the past 10 years leading and supporting cross functional, global teams in the entertainment space with companies like Electronic Arts, Maxis, Ubisoft and Playfirst.

Currently available for both full time and contract work. Let's connect!

Leadership Expertise

- Product Strategy & Vision Setting
- Project Management, Scrum Certified
- Roadmapping
- Design and Art Direction
- Team Building
- Workshop Facilitation

Technical Skills

- Product Design (end to end to post)
- Project Management
- Adobe Creative Suite, Figma
- Visual and Graphic Design
- User Research
- Information Design

Past Work Experience

Experience Design Director

Ubisoft San Francisco
April 2022 - September 2024

As director, I worked with the global Rocksmith+ development team to launch a multi-platform subscription music learning app that would serve as a platform for monthly feature expansions and content drops.

User Experience & Design Lead

June 2019 - April 2022

Leading from a well-rounded background in both design and scripting, I was able to effectively focus on building features with multidisciplinary teams spanning multiple time zones and countries.

Senior UX Designer

April 2015 - June 2019

My responsibilities included bringing together the leadership team to set data-informed plans and strategies for building out a growing number of feature updates and content releases balanced between the requests of our user base, research and corporate stakeholders.

Senior UX Designer

Electronic Arts Maxis
September 2011 - January 2015

I created the UX/UI designs and headed the team responsible for the Sims4 Character Creator and Build/Buy systems. We created from the ground up a franchise paradigm shift featuring innovative contextual tools granting the ability to push and pull both the avatar's geometry and the building itself.

Our work resulted in a very well received and accessible experience, greatly boosting the appreciation of a well-known and long-running brand.

Senior Visual Designer

Playfirst (Glu Mobile)
January 2010 - August 2011

At Playfirst I was part of a team tasked with creating new games as well as modernizing the Diner Dash franchise and other older titles to be fun and intuitive to play on mobile platforms.

My responsibilities included UX/UI design, illustration, and outsourcing management. We were successful enough to break into the Apple App store top 10 games several times for several weeks.

Education & Life

Bachelor of Science, Communications

University of Texas at Austin
Texas Creatives Program

I'm an avid fitness geek, keyboard player, dancer, fluffy cat mama and great lover of the outdoors.