

Nick Jenvey

UX Designer crafting engaging digital experiences in gaming & corporate sectors.
Currently enhancing social features for Electronic Arts.

nickjenvey.com
nick@nickjenvey.com
linkedin.com/in/nickjenvey
Vancouver, BC

EXPERIENCE

Electronic Arts

Experience Designer II • May 2024 – Present

- Design and develop key metagame and social features for the upcoming Skate franchise, contributing to core player engagement mechanics
- Contribute to, update, and maintain a UX design library organized using atomic design methodology, ensuring consistency and efficiency across the UX team
- Champion player-centered design principles in cross-functional team discussions, improving player retention and satisfaction
- Collaborate with game designers and technical teams to create detailed feature specifications and ensure alignment on project goals for optimal gameplay experiences

Kabam

UX Designer • Jul 2022 – May 2023

- Researched, designed, and implemented new multiplayer features and game modes for Marvel Contest of Champions, driving player engagement and satisfaction
- Developed and launched a new social system that led to a ~28% increase in player retention and spending rates
- Partnered with game designers and engineers to define feature requirements, contributing to the product roadmap and key decisions
- Prototyped and conducted playtests with the game community, ensuring designs met the needs and expectations of players

Coast Capital Savings

Digital UX Specialist • Oct 2021 – Jul 2022

- Led the design of Coast Capital's new Corporate Digital Banking Platform (CDBP), optimizing the user experience for over 600,000 users across Canada
- Created and refined interactive prototypes, translating project vision into tangible design solutions for cross-functional collaboration
- Spearheaded the successful migration from Sketch to Figma as the primary design tool, including the transition of the entire design system, ensuring consistency across design teams and projects
- Documented use cases and UI elements to ensure platform-wide consistency and streamlined collaboration across departments

Sprung Studios

UX/UI Designer • Oct 2019 – Oct 2021

- Delivered innovative UX solutions for a variety of PC and console gaming projects, drawing on user research and competitive analysis to inform designs
- Led weekly feedback sessions with game designers, developers, and stakeholders to ensure alignment on project direction and design goals
- Focused on accessibility, ensuring an inclusive gaming experience for all players and addressing diverse user needs

SKILLS

UX Design	Figma	HTML
Visual Design	Sketch	CSS
Design Systems	Framer	SCSS
User Research	InVision	JavaScript
Accessibility Design	Adobe CC	React

EDUCATION

Lighthouse Labs	British Columbia Institute of Technology
Full-stack Web Development	New Media & Web Development
2018 – 19	2011 – 12