Harry McCorkle

UX Designer

# Lead UX Designer

Big Fish Games   
July 2021 – Present

Mentor junior + senior UX designers while implementing initiatives to improve player experience within all games across each parent company studio.

# Senior UX Designer

Big Fish Games

December 2018 – July 2021

Work cross-functionally within eight game teams to create core features across eleven games.

# UX Designer

Big Fish Games

July 2015 – December 2018

Design products that utilize mobile telemetry services to increase audience understanding and communication.

# UX Designer

ChaosGroup

March – July 2015

Create a scene authoring and modification service for mobile users of V-Ray software.

# UX Designer

Samsung Contract

January – July 2015

Design mobile-delivered software and services that utilize location awareness and closed-circuit media availability for event attendees at the Barclays Center arena.

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**Objective**

Design products and features that delight users and increase their lifetime value.

Build teams of curious, teachable, effective, and self-sufficient UX designers.

**Process**

I utilize the lean UX design process to design features that measurably improve users' experiences within games, apps, and the enterprise, with an emphasis on shipping products.

I find the most meaningful work in the mentoring and empowerment of new and advancing UX designers, with 5 years of experience in coaching, critique, and performance management.

**Application**

Logic

Information architecture

Wireframing

Prototyping

User testing

Aided and un-aided usability

**Education**

SCAD, Graphic Design, 2005