



Harry McCorkle

UX Designer

harrymccorkle.com

harrymccorkle@icloud.com

[linkedin.com/in/mccorkle](https://www.linkedin.com/in/mccorkle)

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

Chaos Group

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.

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