



Harry McCorkle

UX Designer

harrymccorkle.com

harrymccorkle@icloud.com

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

Senior UX Designer, Big Fish Games

December 2018 – Present

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

Objective

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

UX Designer, Big Fish Games

July 2015 – December 2018

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

Process

I utilize the lean UX design process to design features and measurably improve users' experiences within games, apps, and the enterprise.

UX Designer, Chaos Group

March – July 2015

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

Application

Sketch	Principle
Invision	Proto.io
Figma	Abstract
Adobe CC	JIRA
Flinto	Confluence
Marvel	Trello

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.

Education

SCAD, Graphic Design

UX Designer, Microsoft Contract

June 2013 – December 2015

Design and develop logo generation front-end for the Microsoft Partner Network.