

# ALEX H DUKES

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UX DESIGN

## COMPUTER GAME DESIGN, BFA

George Mason University

## GAME DESIGNER - RIOT GAMES

March 2022 - March 2024

- Design of UX related systems from concept to successful implementation, including quests, player interactions, event economies, progression, and prosocial playing
- UI design—icons, screens, gameplay elements, text
- Creation of supporting materials for conveying information, like documents, infographics, slideshows and decks, videos, and wireframes
- Implementation, both independently and in collaboration with engineers

## WEB DESIGNER - FREELANCE

January 2016 - present

- Consultation based on forging an identity that is distinct, legible, and discoverable
- Defining user profiles and product goals
- Prototyping layouts and conducting research on success based on usability
- Site building, with experience in many common hosting platforms like Wix, WordPress, Squarespace, etc.

## GRAPHIC DESIGNER - FREELANCE

January 2016 - present

- Establishing design themes based on core messages the client wants expressed
- Iterative design process made possible by thorough communication pathways
- Operation within confines of deadlines and design constraints (print sizes, file sizes, platform, accessibility concerns, etc.)

## PROFICIENCIES

Figma, Adobe Creative Suite, Google Office Suite, Microsoft 365, Miro, agile systems