Jennifer Mai

GAME DESIGNER | UX/UI DESIGNER & ENGINEER

jennthmai.com jennthnmai@gmail.com linkedin.com/in/jennthnmai

PROFESSIONAL EXPERIENCE

UX/UI Designer — Jul 2021 - Present

Freelance

- Design UI storyboards, wireframes, and prototypes on Figma that translate product requirements into clear player-facing experiences
- Develop information structures that help players understand interactive elements and gameplay functionality
- Play-test gameplay to evaluate how UI interactions support available mechanics and identify opportunities to improve the player experience
- Iterate on UI concepts and prototypes based on gameplay testing, feedback, and evolving design requirements
- Maintain design systems of 100+ components document designs to support consistent implementation
- Collaborate with developers and stakeholders to communicate design intent and prepare designs for implementation

PUBLISHED GAMES

Defensive Invaders — Aug 2025

zedain.itch.io/defensive-invaders

- Led UX/UI design, contributing to the game's interface, animation, sound, art, and visual language
- Tested and helped iterate on gameplay mechanics to determine whether the UI communicated a mechanic effectively
- Crafted approximately five design components, icons, and illustrations for iconography, screens, HUD, game logo and background art on Figma and Unity in 30 days
- Collaborated with an 11-person team to prioritize work and adapt to changing project needs

Vanguard Protocol — Jun 2025

eddie-a-wang.itch.io/vanguard-protocol

- Designed game UI and implemented visual design updates from Figma into Unity
- Play-tested & helped iterate on gameplay mechanics to improve how the game felt to play
- Created around 20 design components for gameplay screens, HUD, logo and game art over 90 days
- Voted one of the best games in the UW Game Design Certification program for the class of 2025

Defensive Invaders — Feb 2025

seedfound.itch.io/smokestack-spirits

- Contributed to UX design, including an RPG character sheet, for a steampunk companion-based RPG
- Designed 2 selectable companion characters
- Playtested to adjust the gameplay mechanics, ensuring that the player experience remained enjoyable throughout the game

EDUCATION

UNIVERSITY OF WASHINGTON, PCE

Certificate in Game Design | Jun 2025

UNIVERSITY OF WASHINGTON, BOTHELL

Bachelor of Arts
Interactive Media Design | Jun 2021

- Dean's List 2020
- Dean's List 2018

SKILLS

TOOLS

- **Unity Engine**
- Adobe Creative Cloud
- **Adobe Photoshop**
- Canva
- **Figma**
- Microsoft Office/Teams
- Browserstack

SKILLS

- UX/UI Design
- **Game UI Design**
- **Gaming**
- Graphic Design
- **Iconography**
- Project Management
- Prototyping
- **Agile Development**
- Typography
- **User Discoverability & Research**

LANGUAGES

- HTML5/CSS3
- JavaScript
- Python
- Java
- English (native)
- Vietnamese (Bilingual)