

Quinn Rodrigues

Senior UI/UX Designer

Over a decade of experience shipping interfaces for award-winning games and digital products. Specializes in translating complex systems into intuitive, refined experiences.

hi@quxnn.com

Education

Carleton University / Bachelor of IT, Interactive Multimedia and Design
Algonquin College / Advanced Diploma, Interactive Media Development
SEPT 2018 - APR 2022

Skills

Design: Figma, Adobe Creative Suite, After Effects, Miro, Sketch
Workflow: Jira, Confluence, Notion
Engineering: C#, C++, Unity, Unreal Engine
Methods: Design Systems, Accessibility Standards, Prototyping, User Research

Experience

Fallout Shelter / Mobile

JUN 2025 - APR 2026

Led UX design end-to-end for shipped and upcoming features across an active live-service title

Analyzed existing game flows to surface friction points and drive UX improvements

Designed hundreds of icons and UI elements at scale, maintaining strict adherence to the game's established visual language and style guidelines

Doom: The Dark Ages / PC + Console

JAN 2025 - MAY 2025

Designed and shipped UI systems including the HUD, menu architecture, and in-game audio player within a AAA pipeline

Developed particle-driven VFX assets for animated UI elements.

Partnered with engineering to resolve integration challenges and optimize UI performance across PC and console platforms

Forza Motorsport / PC + Console

MAR 2021 - DEC 2024

Collaborated across a multi-disciplinary team to translate feature requirements into hundreds of production-ready UI components across a flagship AAA title

Oversaw accessibility integration including high contrast, screen reader, and colorblind modes, contributing to the game's Game Award win for Innovation in Accessibility

Designed and maintained component libraries for consistent cross-platform UI implementation.

Awards

Innovation in Accessibility & Best Sports/Racing

Forza Motorsport - The Game Awards 2023

Code/Design to Win Finalist

Ranked within Canada's top 20 young designers