

Dorillion Payne

UI/UX Designer

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Passionate UI/UX Designer with 3+ years of experience crafting intuitive, genre-specific interfaces for games across PC, console, and mobile platforms. Adept in both Unity and Unreal workflows, with a strong focus on user readability, aesthetic cohesion, and immersive design with a general understanding of programming principles. Experienced in full development pipelines from prototyping to release.

Skills and Tools: Figma • Photoshop • Illustrator • After Effects • Unity • Unreal Engine • Jira • Confluence • Trello • Diversion • GitHub

Experience

UI/UX Designer

WolverineSoft Studio | Sept. 2023 - April 2025

- Designed UI for games from pre-production to Steam release.
- Collaborated with a cross-functional team of 50+ members.
- Presented designs and iterated based on team and player feedback to enhance player experience.

Freelance UI/UX Designer

Mar. 2024 - Present

- Delivered UI/UX design solutions for PC, mobile, and console games with strict deadlines and time constraints
 - Created wireframes, user flows, and prototypes for various projects, working with frequent design changes and iterations
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Projects

Tails of War (Unity | Figma | Photoshop)

Sept. 2023 - Dec. 2023

- Redesigned UI for online multiplayer strategy game, increasing readability and visual appeal by 60%.
- Introduced Figma to streamline the team workflow.

Corrupt Eldritch Order (Unity | Figma | Photoshop)

Jan. 2024 - Apr. 2024

- Designed main menu and HUD for 2D, horror-themed platformer/shooter.

My Battery is Low and It's Getting Dark (Unreal | Figma | Photoshop)

Jun. 2024 - Aug. 2024

- Iterated on UI designs for 3D first-person horror game, including diegetic menus

Unannounced Project - *In Development* (Unity | Figma | Photoshop)

- Developed a clean, immersive visual language aligned with genre conventions
- Collaborated with writers and artists to ensure UI supported not only emotional beats and player readability, but also the very specific aesthetics the project was aiming for

Tending the Roots - *Day Zero Games: Solarpunk Jam Submission* (Unity | Figma | Photoshop)
Apr 2025 - May 2025 (19 Day Game Jam)

- Created UI assets including dialogue boxes, menus, puzzles, and interaction prompt
- Developed UX flow to support intuitive narrative pacing and player engagement

The Bloom Between - *BiG Byte Game Jam Submission: 2nd Place Winner* (Unity | Figma | Photoshop)
May 2025 - June 2025 (28 Day Game Jam)

- Designed and quickly iterated on UI assets including dialogue boxes, menus, and inventory slots

YASUKE: A Lost Descendant - In Development (Unreal | Figma | Photoshop)
June 2025 - Present

- Leading the redesign of all UI assets and layouts to increase polish levels, usability, and overall user readability and intuitive functionality
- Using Unreal Engine 5 and Blueprints to create, edit, and implement interfaces for a cross-platform project (console, PC)
- Creating new graphic designs for both in-game use as well as marketing and branding materials

Education

B.S. in Simulation, Animation, and Gaming - *Eastern Michigan University* | Aug. 2018 - 2022