Dorillion Payne

UI/UX Designer

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Skills and Tools: Figma | Photoshop | Illustrator | After Effects | Unity | Unreal Engine | Jira | Confluence | Trello

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Experience

UI/UX Designer
WolverineSoft Studio | Sept. 2023 - Present
- Designed UI for games from pre-production to Steam release.

- Collaborated with a cross-functional team of 50+ members.

- Presented designs and iterated to enhance player experience.

Freelance UI/UX Designer
Mar. 2024 - Present
- Delivered UI/UX design solutions for gaming and mobile clients.

- Created wireframes, user flows, and prototypes for various projects.

Projects

Tails of War (Unity | Figma | Photoshop)
Sept. 2023 - Dec. 2023
- Redesigned UI, 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 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.

Unannounced Project - *In Development* (Unity | Figma | Photoshop)
- Developed a clean, immersive visual language aligned with genre conventions and

- Collaborated with writers and artists to ensure UI supported emotional beats and player readability

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 prompts

- Developed UX flow to support intuitive narrative pacing and player engagement

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Education

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