

MONICA MAE D. DIZON

Game UX/UI Designer at Sovrun (Formerly BreederDAO)

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SUMMARY

Creative and efficient Game UX/UI Designer with 7+ years of experience in the Game Industry. Proficient in transforming complex features into scalable, polished UI systems with smooth developer handoffs. **Eager to learn engine-side implementation and proactively support developers in bridging the gap between design and code.**

EXPERIENCE



Game UX/UI Designer

Sovrun (Formerly BreederDAO)

10/2023 - Present Makati City, Philippines

- **Owned** the end-to-end User Experience and User Interface Design pipeline, designing and building high-fidelity game and web prototypes in Figma to map out interactive flows and **ensure** a polished, user-centered experience from scratch.
- **Collaborated** closely with Game Designers and Product Owners by reviewing and translating user stories, features, and/or gameplay mechanics into tangible designs, **ensuring** all interface solutions aligned perfectly with the product roadmap and gameplay vision.
- **Established** and managed the product's foundational design systems using variables, color tokens, and shared component libraries, creating a scalable framework that streamlined all future design iterations.
- Managed clean and **structured design handoffs**, utilizing clear user flows, labels, and export-ready assets **to ensure** a frictionless implementation process for developers.
- **Assisted** with UI implementation directly in Unreal Engine 5's UMG framework using size boxes and materials, helping **to bridge the gap** between design and development to save the team time, promote teamwork, and as part of my learning initiative.
- **Owned** the creation and optimization of motion graphics using Adobe After Effects, **achieving** cross-browser compatibility across Chrome, Firefox, and Safari.



Mid 2D Artist

Taktyl Studios

08/2021 - 10/2023 Remote Work

- **Led and mentored** a cross-functional team of up to 11 artists across multiple concurrent game projects, **resulting** in cohesive art direction and on-time deliverable milestones.
- **Designed and illustrated** visually compelling user interface assets (including menus, buttons, and HUD icons) using Adobe Photoshop and Illustrator, **elevating** the game's overall visual quality and thematic immersion.
- **Developed** interactive wireframes and functional prototypes **to** test usability and user flows, **minimizing** design friction before development handoff.
- **Collaborated** directly with the game development team to integrate UI assets seamlessly with core game functionality, **reducing** technical implementation bottlenecks.
- **Iterated** on interface designs based on feedback from art directors, product owners, and clients, **continually improving** gameplay accessibility and interface responsiveness.
- **Built** prototypes in Figma utilizing components, auto-layout, and advanced plugins, **streamlining** the team's design workflow.



2D Artist

Yangyang Mobile

01/2022 - 10/2022

Illustrating storyboards as a part-timer for High Times.

AWARDS



First Place, CCP Games Hackathon

Filipino-led BreederDAO won the Phase III playtest and online hackathon for Project Awakening, hosted by CCP Games, the creators of EVE Online. I designed the terminal UX and UI designs



Second Place, League of Legends Garena PH - Star Guardian Art Contest

An initiative of the Garena PH Server of League of Legends back in 2019. Click [here](#) to see my entry.



Honorable Mention, League of Legends Garena PH - Elderwood Art Contest

An initiative of the Garena PH Server of League of Legends back in 2019. Click [here](#) to see my entry.



4x Dean's Lister at Holy Angel University

SKILLS AND TOOLS OF THE TRADE

User Experience Design

Figma, Wireframing, Low-fidelity and High-fidelity Prototyping, Cross-platform design, Responsive Design

User Interface Design

Figma, Adobe Photoshop, Adobe Illustrator, Clip Studio Paint

Basic Knowledge

Adobe After Effects, Unreal Engine UMG, 3-slice and 9-slice on UI Atlas with Unity Engine

Others

Live2D Cubism, Trello, Jira, Slack, Google Docs, Google Slides, ChatGPT, Gemini, Web3

EDUCATION

Bachelor of Science in Computer Science

Holy Angel University

2015 - 2019 Philippines

TRAINING / COURSES

UX/UI Designer

From Uxcel. See [credentials](#) here.

REFERENCE

Daniel Tamayo (Head of Design at Sovrun)

+63 917 830 4231 | work@djtamayo.com

EXPERIENCE



Founder/Lead Artist

Yirisoft Lab

📅 01/2021 - 12/2024

- Creation of VTuber Models and rig using Clip Studio Paint and Live2D Cubism for non-affiliated startups.



Graphic Artist

Dumadu Studios

📅 02/2021 - 05/2021

- **Designed and developed** intuitive UI assets using Adobe Illustrator for multiple casual game projects, **ensuring** a cohesive visual style across diverse titles.
- **Revamped and reconstructed** legacy assets, reverse-engineering old or missing vector source files to **restore** project continuity and design fidelity.
- **Crafted** high-impact promotional and marketing imagery optimized for the Google Play Store and Apple App Store **to drive** user acquisition and engagement.



2D Generalist

Octal Philippines, Inc.

📅 03/2019 - 08/2020 📍 Quezon City, Philippines

- **Created and explored** game designs and UI mockups for various client projects, including KidZania, NutriAsia, Film Productions, and ABS-CBN Studio Experience.
- **Designed** storefront marketing images for ABS-CBN News on the Google Play Store and Apple App Store.
- **Worked closely** with directors, game designers, and clients **to make sure** the visual designs matched their branding and project goals.



Internship, Game Developer Intern

ABS-CBN Corporation

📅 11/2018 - 03/2019 📍 Quezon City, Philippines

- Programming with Unity and PUN2 to create proof of concepts on games and pitches

MY LIFE PHILOSOPHY

Always up for learning new things!