

Austin Roesberg Visual Designer

Supercharge Interactive (Contract)

Senior Visual Designer 02.2023 » Present

- + Supercharge is a new indie game studio and I'm helping design their first, new game IP from the ground up. My main focus is collaborating with the art team to define the visual identity system in the game, thinking through UI/UX needs and prototyping interactive experiences. I'm also responsible for helping navigate through early game and product design decisions. I'm working closely with the developers to quickly implement new feature concepts that are tested, refined and optimized to fit the evolving direction of the game.
- + In this new startup, I'm helping to shape best practices and company standards to better streamline productivity and communication across all disciplines.

Riftweaver Games (Contract)

Senior Visual Designer 06.2023 » 08.2023

- + At Riftweaver, I provided additional design support as the team pushed to reach the next milestone for their upcoming game, Fablecraft. Working with the design team and their pre-existing visual system, I was able to concept, render and prototype priority features at a quick pace, while still being able to introduce new visual patterns, create additional library assets and refine UX decisions. I worked closely across all disciplines to assess, prioritize and rearrange tasks that have become necessary for the game's beta release.

Dots (a division of Take-Two Interactive, Zynga)

Senior Visual Designer 05.2021 » 02.2023

Visual Designer 04.2017 » 05.2021

- + As the New Games Visual Design Lead, I've worked on over 15 new games in development with a focus on taking abstract ideas and building them into visual design experiences with immersive UI/UX design systems. Every game starts with a concept that's followed by myself and other team disciplines collaborating to determine achievable goals, pain points and decision making for next steps. My work that follows consists of sketching, wire framing, rendering and finally, creating interactive prototypes that are shared across the team and discussed at length with engineers and team leads. These stages involve numerous conversations and several rounds of optimization and feedback, both internally and from external user A/B testing, resulting in the best design decisions for the products.
- + As a Lead, I was responsible for managing other designers and bolstering their career paths, representing Dots at job fairs, recruiting and hiring new talent to join the studio, fostering and upholding the company culture and being the coordinator, organizer and emcee for weekly company meetings which revolved around product updates, knowledge sharing and studio morale building.
- + Highlights include: Leading Visual Design for, and launching Garden Tails, a match 3 puzzle game on Apple Arcade which broke the top 10 in Apple Arcade games in its first week and delivered 80% margins in its first fiscal year. I was also the designer on two very successful revenue-driving features of Two Dots; the "Gold Mine" and the "Ad Spinner Wheel." Both of these features consisted of extensive collaboration and optimization with the team on their effectiveness and the results continue to yield impressive user engagement and revenue. Visual Designer on Dots & Co. which achieved world class retention at launch, won a 2017 Webby Award for art and was continuously featured in the App Store years after launch.



Austin Roesberg Visual Designer

Audible Inc. (a division of Amazon)

Visual Designer 02.2016 » 01.2017

- + Develop branding, visual identity and user interface for new IP.
- + Design and integrate new interface layouts into existing products.
- + Create high fidelity wireframes, user flows and deliverable specs for engineering team.
- + Design interactive prototypes to better visualize intended user experiences.
- + Focused work within small teams per project.
- + Present new concepts and mockups to different departments and front offices.

FreshPlanet Inc.

Visual Designer 02.2014 » 02.2016

- + Designer for SongPop 2 mobile and Facebook canvas game. Responsible for UI/UX, illustration, animations and Apple Watch integration. Additional support for game marketing, microsites, merchandise and social media content. Featured in iTunes store "Best New Games of the Week" in 2015.
- + Designer for RockOn mobile game. Responsible for animation direction on game map and UI support. Featured in iTunes store "Best New Games of the Week" in 2015.
- + Lead designer for TravelPop mobile and Facebook canvas game. Responsible for UI/UX, illustration, animations and branding. Featured in iTunes store "Best New Games of the Week" in 2014.
- + Conceptualizing and designing additional game & app interfaces.
- + Creating mockups and prototypes throughout design process.
- + Focused work within small teams per project.

Catch 24 Advertising & Design

Senior Art Director 08.2011 » 02.2014

International Awards Group

Creative Director 03.2009 » 01.2011

MOD Worldwide

Designer 06.2007 » 08.2008

Skills and Interests

Sketch, Figma, Adobe CC (Photoshop, Illustrator, InDesign & some After Effects), Principle, Procreate. Designing things is lots of fun but so is playing video games & board games. I'm also really good at cheering for sports teams even if they never cheer back :(My cats seem to be pretty into me though. I like helping my wife cook and pretending I'm also good at it (I'm not), but the eating part is where I shine. Anyhow, if you want to drink a bunch of coffee and watch horror movies together, let me know. Oh, I'll also do any amateur voice over work you need help with; not for free, but also probably for free.

Maryland Institute College of Art (MICA)

Bachelor of Fine Arts 2007

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