

DESIGN

Visual Design

Wireframing & Prototyping

User Flows

Web Design

TOOLS

Figma

Sketch

Adobe Creative Cloud

Jira & Confluence

ClickUp

RESEARCH

A-B Testing

Usability Testing

Survey Analysis

EMPLOYMENT

Minecraft

Redmond, WA | minecraft.net *Sr. Product Designer*

Jan. 2023–Nov. 2023; Jul. 2024–Jan. 2026

- Led senior UX and design execution for Minecraft's Web 2.0 website migration, defining scalable patterns across creator and game update content.
- Collaborated with product, engineering, and brand teams to deliver clear, cohesive web experiences for a global player and creator audience.

Marriott International

Bethesda, MD | marriott.com *Quality Assurance Specialist*

Jan. 2024–Jul. 2024

- Implement visual regression review to ensure consistency and accuracy in the upgraded Hotel Management application.
- Utilize Figma's design tokens and variables for seamless management and visual regression tracking, ensuring design integrity for over 30 Marriott brands in the updated Design System.

Xbox

Redmond, WA | xbox.com *Design Systems Specialist*

Jun. 2022–Sep. 2022

- Migrated the Design System from Sketch to Figma
- Ensured a seamless transition across multiple platforms: Mobile, Web, PC, and Console.
- Standardized design workflows in Figma for enhanced consistency and collaboration.

T-Mobile

Bellevue, WA | t-mobile.com *Sr. Product Designer*

Mar. 2022–Jun. 2022

- Served as solo Product Designer for internal software applications.
- Designed and improved internal software applications to enhance user experience and efficiency.

Amazon.com

Seattle, WA | amazon.com *Quality Assurance Specialist*

Oct. 2016–Jan. 2022

Developed a process and checklist for conducting Visual QA on the UX/build provided by the Engineering team. Prior to this documentation, there was no method to review UX on the device. The new Visual QA process gained buy-in from developers and stakeholders, resulting in improved builds and fewer bugs found by users during release cycles.

- During the first eight months, a successful Visual QA process was developed to support the expanding Amazon hardware ecosystem, achieving a 96% bug fix rate.
- Collaborated with numerous Software Development Engineers to review features and architecture of multiple applications to carry out testing.
- Use of Jira, ADB, and Command Line to identify, analyze, and document defects in over 40+ Amazon devices, including mobile (Android/iOS) applications.

PORTFOLIO

www.tslusk.com

EMAIL

tim.lusk@icloud.com

EDUCATION

Western Washington University

Bachelor of Science; Industrial Design

North Seattle Community College

Certification; Project Management

Everett Community College

Certification; Data Analytics

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EMPLOYMENT CONTINUED

Amazon.com

Seattle, WA | amazon.com *Sr. UX Production Artist*

Feb. 2014–Oct. 2016

- Documentation of visual specifications for UX across FireOS and Alexa-based services and hardware.

Xbox

Redmond, WA | xbox.com *UX Production Artist*

Mar. 2010–Jan. 2014

- Developed visual specifications for UX across Xbox and Kinect platforms.
- Conducted production and analysis for Mobile, Web, PC, and Console experiences.

Williams Helde Marketing Communications

Seattle, WA | williams-helde.com *Production Artist, Illustrator, Designer*

Sep. 2008–Oct. 2009

- Led production work, email design, and coding for campaigns with Darigold, Philips Sonicare, and Insect Shield.
- Directed and produced video content for major marketing campaigns.

BlackWing Creative

Kirkland, WA | blackwingcreative.com *Production Artist, Illustrator, Designer*

Jan. 2007–May 2008

- Specialized in B2B marketing, developing campaigns for clients including Fair Issac, F5, CSG, Meydenbauer Center, and HomeStreet Bank.

Walt Disney Imagineering

Glendale, CA | disney.com *Environmental Graphic Designer*

Jun. 2002–Sep. 2002

- Contributed to various park projects for Euro Disney and Hong Kong Disneyland.
- Collaborated with Disney Legend John Hench on an updated Sorcerer Mickey sign for Mickey's of Glendale.