

SCOTT JON SIEGEL

User Experience, Product, & Game Designer
scottjonsiegel@gmail.com

WORK EXPERIENCE IN UX & GAMES

Lead Game Designer

Popcap/EA, San Francisco, CA
August, 2011 to present

Collaborated with multidisciplinary teams in design and development of Facebook and mobile game titles; created detailed documentation for design and user experience of two shipped products and three unreleased prototypes.

Game Designer

Playdom/Disney, Palo Alto, CA
September, 2009 to July, 2011

Drafted detailed specifications, and worked closely with teams to deliver core mechanics, user experience, and written content for Playdom's most successful title launches.

Game Designer

Zynga, San Francisco, CA
June, 2008 to August, 2009

Conceptualized and oversaw improvements to social games; drafted specifications, wireframes and other documentation for casual titles.

EDUCATION

Bard College, Annandale-on-Hudson, NY

Bachelors in Literature and the Integrated Arts, May, 2007.

Recommendations available at
[linkedin.com/in/numberless](https://www.linkedin.com/in/numberless)

SHIPPED DESIGN WORK

Boulder Goat, iOS

Lead Designer on soft-launched casual platforming game; led team of ten to execute vision of original prototype over five-month period; Popcap/EA, released June, 2015 (Canada only).

PvZ Adventures, Facebook

Designer and writer for Facebook iteration of popular game franchise; created documentation, flows, and wireframes focused on user experience; Popcap/EA, released May, 2013 (now offline).

Gardens of Time, Facebook, Google Play

Designer and writer for social hidden-object game; designed core gameplay loop and unique social features; drafted specs, flows, and wireframes for UI and UX; wrote ten chapters of time-traveling intrigue; Playdom/Disney, released April, 2011.

City of Wonder, Facebook, Google Play

Designer on strategy game; drafted documentation, flows and wireframes for UI and UX, Playdom/Disney, released August, 2010 (now offline).

Café World, Facebook

Designer on social cooking game; designed core mechanic; wrote documentation for UX; Zynga, released September, 2009 (now offline).

Scramble Live, iOS

Designed original interface and user experience for mobile port of popular Facebook game; Zynga, released March, 2009 (now offline).