

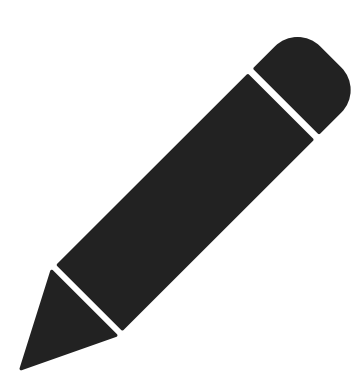
I am a User Experience Designer

Helping to design epic epicness

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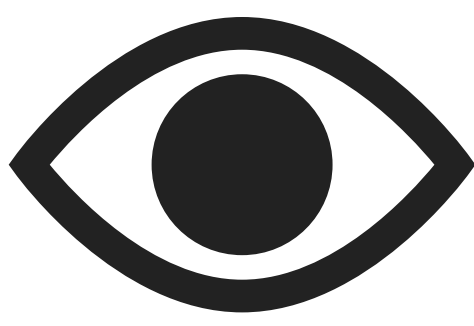
Here's what I bring to the table

Design in Action



I keep design moving forward by sketching, creating interactive mockups, and leading design sessions

Research



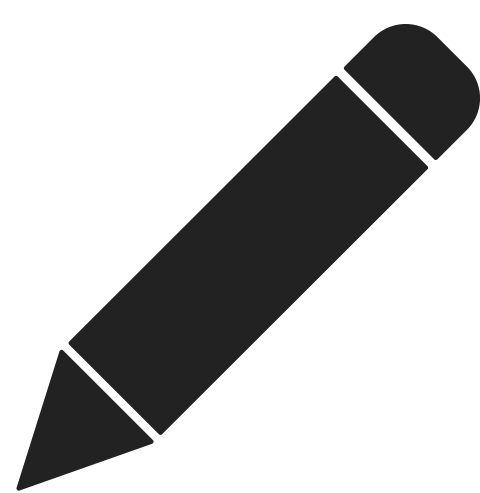
I help other designers with conducting design research, competitive research, and user research

Prototyping



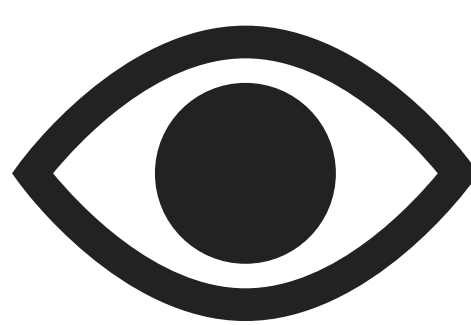
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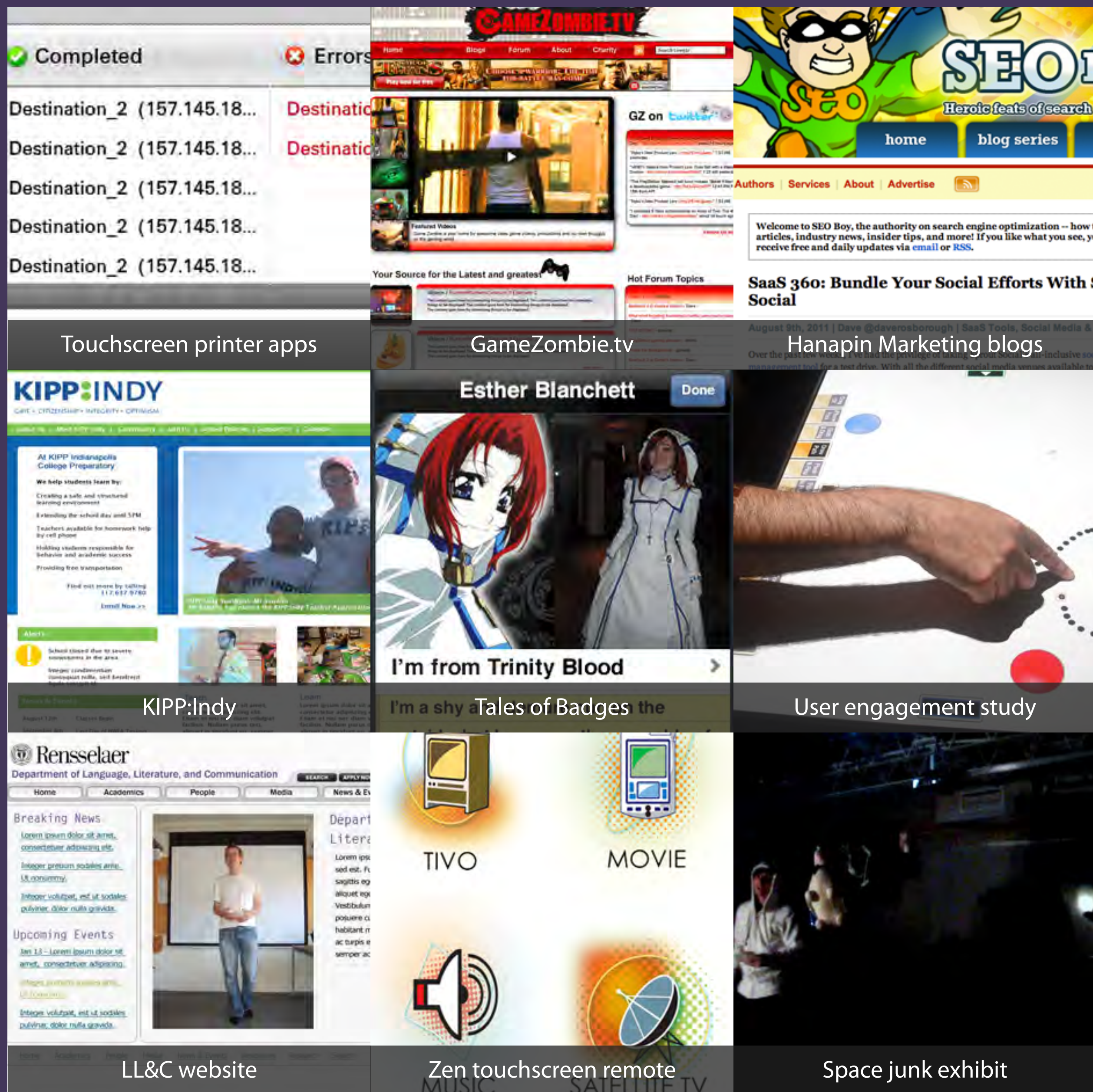
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Design Portfolio



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Please feel free to contact me about user experience, a new design project, or if you would like to meet to chat in person. All fields are required to send a message.

Name

Email

Your message

[Send message](#)

Casey M Addy



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Casey M Addy



Important UX questions

As the world of user experience continues to grow, it is important to understand the culture of where design is practiced. Each and every company is different, and knowing the culture before one enters it is important. Everyone's questions will be different, but here are some of the questions that I find important to understand about different design cultures out there. For me, the aspects of a design culture I appreciate are how serious the company treats design, what designers do every day in a particular culture, and what everyone is doing to better themselves and the experiences they create.

As a side note, I've had some interesting responses to the questions that follow. Feel free to leave a comment and I can pass some stories your way.

What is the budget for UX for your company?

Can you describe the role of executive champion at your company?

How does management care about and treat the design process at your company?

How many different teams design at your company?

How do different teams share and transfer knowledge with each other to create a unified presence?

How does the critique process happen on your teams?

How do you inspire your teams and other designers to keep performing at their best?

How does the company encourage professional growth and development?

Do teams participate in peer reviews or other ways to improve each other?

How does the company and the team define success?

How is design and user experience structured at the company?

Can you describe the design process at your company?

Can you describe a design meeting and the culture and attitudes of those who practice design?

How you see design growing for the team and the company?

As I come up with more questions as I talk to other professionals, I will elaborate on this post.

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Resident Evil Revelations

One of the games I recently finished and enjoyed playing was Resident Evil: Revelations. I've placed my thoughts below about the strengths and improvement points of the game. Overall, though, I recommend playing this game, as there are many fun parts and it is also an interesting side story in the main storyline.

Strengths

This game was very much in the style of the genre. I enjoyed the survival action and being able to navigate the maze of the ship.

The music was enjoyable and put me in the mood of a survival horror game. It wasn't repetitive and helped to make sure I had a good time.

The action in this game, for the most part, was very good and was enjoyable. Sometimes, the act of shooting was quite frustrating, along with some of the forced battles.

It was very fun to scan the environment. I got to learn some about the environment, and picked up free upgrades along the way. The only thing I didn't understand was how to use the scanning to show the weaknesses of the enemies.

The characters were well-designed and were some that I actually cared about. They helped me to continue along the way and solve the mystery of the lost ship in the ocean.

Improvement Points

The controls were a little different than others in the series; the controls felt like a mix of the traditional Resident Evil and Dead Space, which lead me to fumbling around for most of the game. There may be a way to make the controls like the traditional game, but I didn't spend too much time trying to make that happen.

There were some clipping issues I had to deal with, causing me to take a lot of damage I shouldn't have to take. Very frustrating experience.

Trying to swim in the game was terribly difficult. It wasn't fun, and made me not want to do most of the game that had swimming (because of the controls and the challenges that appeared while swimming).

Most final battles in the series are great, but this one was not. It took many, many tries to defeat him, I had to deal with pixel-perfect precision (even with a shotgun), and having to deal with the boss appearing behind me most of the time. I thought it wasn't worth the effort, in terms of the player and for the story.

This was a more creative choice for the writers, but I didn't enjoy jumping back and forth between modern day and the past when the floating city existed. Those levels only served to frustrate me, leading to make me care even less about the story during these times.

There were many sections that weren't fun and worthwhile to play, nor did they add anything to the overall storyline. Every time there was a flashback to the main building, it was full of hunters that I had to struggle to defeat (more struggling than in other games in the series)

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Tales of Badges

Tales of Badges



I went to a convention to understand the atmosphere and context for design

Each year, thousands of people gather together to celebrate their love of games, anime, comics, and pop culture at conventions. One activity that is performed at these conventions is cosplay, the act of dressing and performing as an honored character. The Tales of Badges design focuses on celebrating the common love and appreciation of what brings them together, seeking to make for a more engaging and personalized convention experience.

View prototype

Design Methods

- Autoethnography
- Critique sessions
- Contextual inquiry
- Focus groups
- Interviews
- Sketching
- Paper prototyping
- Usability testing

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