

Derrius Sims

Experience Designer | Game Designer

Experience-focused designer who transforms player, customer, and operational feedback into actionable improvements, intuitive systems, and engaging user experiences.

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KEY SKILLS

Design Tools: Unity 3D, UX Pilot AI, GitHub, Jira, Trello, Google Workspace

Experience Design: Playtesting, User Feedback Analysis, Interaction Design, Onboarding Design, Usability Evaluation

Systems Design: Gameplay Systems, Workflow Design, Feedback Systems, Process Improvement, Quality Assurance

Collaboration: Cross-Functional Communication, Agile Workflows, Stakeholder Feedback, Team Coordination

Leadership: Coaching, Team Development, Operational Planning, Problem Solving

EDUCATION

AAS Game Design
Austin Community College
Expected Graduation: 2026

CERTIFICATIONS

City of Austin Small Business Skills Certificate 2015

EXPERIENCE DESIGN PROJECTS

Moonveil – Producer / Experience Design

- Improved onboarding and gameplay clarity through tutorial redesigns, playtesting, and usability analysis.
- Coordinated cross-disciplinary teams to support iterative development and feature delivery.

Power & Prophecy – Lead Designer

- Designed cooperative systems that encourage communication, coordination, and social interaction between players.

Pocket Smash – Designer

- Designed competitive multiplayer experiences focused on accessibility, rapid onboarding, and player engagement.

PROFESSIONAL EXPERIENCE

Assistant General Manager

Franklin Barbecue | Austin, TX | 2018 – Present

- Lead operations and event execution in one of Austin's busiest hospitality environments.
- Redesigned onboarding and communication systems that improved coordination between front-of-house, back-of-house, and leadership teams.
- Developed an AI-assisted QA system that converts production, scheduling, and performance data into actionable feedback and review insights.

Technical Support Representative

Trusource Labs | Austin, TX | 2016 – 2017

- Analyzed support trends to identify usability challenges and recurring pain points affecting the customer experience.
- Translated recurring customer frustrations and technical issues into actionable feedback and user-focused solutions.

Account & Technical Services Representative

Blizzard Entertainment | Austin, TX | 2012 – 2014

- Helped establish a 'Voice of the Player' initiative that surfaced recurring player frustrations, broken quests, and usability issues to development teams.
- Leveraged support insights during Hearthstone testing to improve payment-system error handling before launch.

