

# Hi, my name is Travis Schau.

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I'm an **Experience Designer**, driven by curiosity, collaboration, and the desire to engage audiences with intuitive and delightful interactions.

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## Experience

### XD Director

2018 – 2021

**Electronic Arts** gave me the opportunity to work on two unreleased mobile projects.

Responsibilities included:

- Directing a team of five experience designers.
- Developing UI visual style, wireframing standards, and interaction patterns.
- Providing daily feedback and driving review processes.
- Reviewing design briefs and ensuring early alignment with UX goals.
- Collaborating with Engineering to ensure implementation quality.

### Principal XD

Oct 2016 – 2018

**Zynga** is a leader in the mobile gaming space, and I rejoined to work on the Mafia Wars 4x mobile game, followed by Zynga Poker. My responsibilities included hands-on design and development for large portions of the game, as well as mentorship and direction for other designers.

### Co-Founder

2014 – 2016

**Dagger Bros.**, Designers of Fortune, was the boutique design studio I started with fellow designer Max Jaksa. We worked with dozens of clients in a wide variety of industries, including WB Games, Wonder Workshop, Baobab VR, FirstLine Medical, and lots more.

### Lead UX Designer

2010 – 2014

**Zynga** was a powerhouse at the height of Facebook gaming. I worked on games including Café World, ChefVille, Battlestone, and Farmville 2.

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## Education & Skills

### B.F.A.

2003 - 2007

**University of Michigan, Stamps School of Art & Design**, provided an intensive design education in a top-ranked University environment. Focused on creative problem-solving and critical thinking, this well-rounded experience makes me the designer I am today.

### Skills & Tools

Experience Design ..... (Figma, Sketch)  
Visual Development ..... (Adobe Creative Suite)  
Rapid Prototyping ..... (Unity, C#)  
Motion Graphics ..... (After Effects)

### Interests

Strategy games & RPGs  
Exploring the great outdoors  
Maps!  
Odd signage