

Paul Murphy

Senior UX Designer

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MobyGames credits

DESIGN

Game UX and UI

Interaction design

Systems UX

Wireframes and flows

Redlines and specs

HUD, menus, maps, inventory

Iconography

2D motion

Diegetic UI

Accessibility

UX documentation

Controller and KB/M

RESEARCH

User research

Playtests and surveys

Usability testing

Heuristic analysis

Colour-blind simulation

TOOLS

Figma

Figma Make

Adobe CC

Unreal Engine

Unity

Confluence

HTML / CSS

EDUCATION

University of Limerick

B.Sc. Digital Media Design, First Class Honours
2013 – 2017

Griffith College

Computer Science, Level 6
2011 – 2012

RECOGNITION

2nd place, Most Commercially Viable FYP Product, University of Limerick

Interaction Design Foundation: top 10% in four courses

PROFILE

Senior UX designer working in games since 2017, shipping interfaces on PC and console with AAA and partner studios. I own interaction models, flows and specs for complex systems, design for accessibility from the start, and work closely with art and engineering to get designs built.

EXPERIENCE

2022 – Present

Funcom

Senior UX Designer II · previously Senior UX Designer I

- Own the UX for complex systems on **Dune: Awakening**, including the construction system's interaction model, flows and wireframes; worked with engineering through implementation and championed a blueprint system for collaborative building.
- Created the feature-level accessibility checklist (~100 considerations across motor, cognitive, visual, hearing, speech and general) and used colour-blind simulation testing to drive stronger non-colour feedback on gameplay states.
- Built shared master templates for wireframes, flowcharts and Confluence specs, standardising how design intent is documented for the wider team.
- Turn research, playtest and QA feedback into prioritised recommendations; mentored two junior designers for about three years.

2017 – 2022

Black Shamrock (Virtuos)

Senior UX Designer · progressed from Game UI/UX Artist and UI/UX Design Specialist

- Embedded as the sole UI/UX designer in HB Studios' design team on **PGA Tour 2K23**: owned Pro Shop, Clubhouse Pass and Item Rewards, and supported controls consistency, surveys, social features and event UX.
- Organised an internal playtest of roughly 100 participants, running sessions over Zoom and breakout rooms and collecting feedback by survey.
- Supported multiple in-game interfaces on **Kerbal Space Program 2** with wireframes, redlines, menu design, engineering support and visual consistency checks.
- Owned the whole 2D interface on **Paranoia: Happiness is Mandatory** (HUD, menus, maps, inventory, icons, diegetic UI and motion), from UX through to assets, working directly with the Art Director and engineers.

SHIPPED TITLES

Dune: Awakening	Funcom	Systems UX, accessibility, UX documentation
PGA Tour 2K23	HB Studios	Pro Shop, Clubhouse Pass, Item Rewards
Kerbal Space Program 2	Black Shamrock	Wireframes, redlines, menu design
Paranoia: Happiness is Mandatory	Black Shamrock	HUD, menus, maps, inventory, icons, motion

INDEPENDENT WORK

In-Sights: Independent UX exploration of a game's menu system: flowchart, interaction concepts, settings iterations and button-state specs.

Craic: Privacy-first group chat with voice, messaging and screen sharing. I owned research, flows, wireframes, mobile UX and Figma prototyping, and tested AI-assisted design with Figma Make.