



EVAN SACCOCCIO

Lead UI/UX & Technical Game Designer

 Boston, MA

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 401.595.5774

 evansaccoccio.com

SKILLS

UI/UX Design Leadership
Game Systems Design
Player Journey Mapping
Playtesting & User Research
Rapid Prototyping
Game Engine Implementation
Animation & Interaction Design
3D Modeling & VFX

SOFTWARE/TOOLS

Figma
Adobe Photoshop
Adobe After Effects
Autodesk Maya
Unity 3D
Unreal Engine (basic familiarity)
Git
Jira

SUMMARY

Lead Designer specializing in player experiences, game systems, and technical implementation across games and interactive platforms. I take designs from concept through implementation, bridging UX, game design, art, and engineering to build scalable experiences and deliver cohesive, player-first games.

EXPERIENCE

DraftKings [Casino Games Studio] Remote Lead UI/UX & Technical Game Designer

Sep 2021 - Present

- Led UX and game design for multiplayer and live casino experiences, shaping social interactions, player presence, and shared gameplay systems.
- Directly managed one designer while guiding internal teams and external partners on UX quality and execution.
- Contributed to 50+ casino titles across blackjack, roulette, slots, poker, and arcade-style games, spanning player flows, interface design, and technical implementation.
- Owned game experiences from initial design and flow definition through in-engine implementation, building UI systems, transitions, animations, event sequencing, and interactive behaviors.
- Led UX design for reusable UI components and core gameplay systems, including betting controls, secondary button interactions, autoplay, and win displays. Collaborated with designers, engineers, and artists on Unity implementation of a shared template library for future games.
- Championed player research and usability testing to identify experience gaps and inform iterative improvements to game design.
- Established reusable UX guidelines, design documentation, and templates to maintain consistency across internal teams and external development partners.

NeuroScouting Lead UI/UX & Visual Designer

Somerville, MA

May 2014 - Aug 2021

- Owned end-to-end design and implementation of interactive experiences across mobile, PC, and VR, spanning UX, visual design, asset creation, and in-engine development.
- Designed and implemented UI flows, interface layouts, and interactive functionality across a diverse portfolio of digital applications.
- Designed, built, and tested immersive VR experiences, collaborating with engineering to integrate interactive UI systems into 3D environments.
- Developed production pipelines for integrating UI, 3D assets, animations, and visual effects into interactive experiences.
- Created hundreds of assets, including UI, icons, animations, visual effects, particle systems, 3D models, environments, and textures.
- Managed external artists and contractors, defining asset requirements and deliverables, reviewing submissions for quality and consistency, and integrating approved assets into game projects.

EDUCATION

BS Interactive Media and Game Development

Worcester Polytechnic Institute
Worcester, MA

Aug 2009 - May 2013