

Thomas McAuley

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Muddy Robot Games

Game UI Designer - Remote

Dear Hiring Manager,

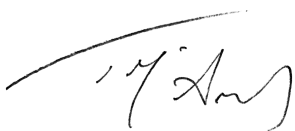
I am excited to apply for the Game UI Designer position at Muddy Robot Games. With over 20 years of experience in UI/UX design across gaming, SaaS, digital, and branding platforms, I have developed a strong ability to craft engaging user interfaces that immerse players and enhance gameplay. My recent years' focus on designing UI for games has allowed me to bring storytelling and user-centered principles into innovative digital experiences.

In my current role at Kūbs/Stax, I spearhead UI/UX strategies, designing intuitive dashboards, modular layouts, and data visualizations for complex platforms. My hands-on expertise in tools like Figma, Adobe Creative Suite, and responsive design principles ensures that every element contributes to a cohesive user experience. Additionally, my contributions to gaming projects such as casino games, puzzle platforms, and narrative-driven apps have honed my skills in translating user needs into functional and visually appealing designs.

What excites me most about Muddy Robot Games is its mission to deliver whimsy (does anyone still use that word lol) and exploration through immersive narratives. Your emphasis on innovation and collaborative storytelling aligns perfectly with my approach to design. Whether crafting player-centric flows, refining assets from concept to in-game integration, or driving continuous improvement based on player feedback, I am eager to contribute my skills to your team.

I look forward to the opportunity to discuss how my expertise can help Muddy Robot Games create interfaces that captivate players and bring your creative vision to life. Thank you for considering my application.

Sincerely,

A handwritten signature in black ink, appearing to read 'T. McAuley', with a long, sweeping horizontal line above it.

Thomas McAuley