

# AMBER TANSY

## DESIGN LEADER

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### DESIGN EXPERIENCE

#### PLAYSTATION

##### UX MANAGER

Jan '22 - Present

Leading several high-profile features across PS4, PS5, mobile, & off-console.

Managing a team of designers creating industry-leading products for our players, game developers, & game studios.

##### SENIOR PRODUCT DESIGNER

Aug '20 - Jan '22

#### ORACLE

##### SENIOR UX DESIGNER

May '20 - Aug '20

Lead strategy, direction, and implementation of a new internal design system crafted for Oracle's digital self-service utility software.

#### WELLS FARGO

##### UX DESIGNER

Apr '19 - Aug '20

Launched Pioneer, Wells Fargo's enterprise-level internal design system. Personally led introduction & adoption of design tokens, as well as design system adoption & transition for over 95+ products.

#### INVERSE SQUARE

##### UX/UI DESIGNER

Jun '18 - May '19

Lead design and research for custom software agency. Produced web apps, responsive websites, mobile apps, and internal & consumer-facing systems for clients across several industries.

#### CBS INTERACTIVE

##### UX/UI DESIGNER, GAMES

May '18 - Dec '18

Crafted new features & full redesign assets for GiantBomb.com. Produced research, design assets, and new features to be implemented on GameSpot.com.

#### INDIANA UNIVERSITY

##### UX DESIGNER

Jun '16 - May '18

Launched Rivet, IU's new design system.

### EXPERTISE

UX Design  
Prototyping  
Accessibility  
UX Direction  
Vision Planning  
Design Systems  
UXR  
Visual Design  
Illustration

### TOOLS

Figma  
Sketch  
All Adobe Creative Products  
Zeplin  
InVision  
Principle

### EDUCATION

#### M.S HCI

Focus on accessible design.

#### INDIANA UNIVERSITY

4.0/4.0

#### B.S COMPUTER GRAPHICS

Focus on digital design.

#### PURDUE UNIVERSITY

4.0/4.0