

Aaron Rutledge

Experience Design Director

I'm a seasoned Experience Design Director for world-class live service games. I've been crafting digital products since 1999 and forging industry leading games since 2013. I lead teams of designers to create features that inspire and delight players. I focus on building, guiding, and mentoring highly-effective design organizations. Some of my expertise: metagame systems design, progression systems, clarity in user experience, creative team leadership, idea generation, and live-service lifecycle planning.

1929 Beloit Ave, Los Angeles, CA 90025

aaron@aaronrutledge.com

www.aaronrutledge.com

(+1) 347 247 0345

Full History - [linkedin.com/in/aaronrutledge](https://www.linkedin.com/in/aaronrutledge)

SIGNIFICANT WORK EXPERIENCE



Respawn Entertainment
2018-Present
Experience Design Director

I am the Experience Design Director on Apex Legends. I lead a diverse team of UX designers, UI artists, Technical Designers, and Game Designers to launch and maintain the top competitive BR live service game.



Treyarch
2018
Senior Designer

I worked with the design team at Treyarch for the first half of 2018 to prepare Call of Duty: Black Ops 4 for launch. I helped design metagame systems, progression systems, and competitive frameworks for the popular multiplayer.



Riot Games
2013 - 2017
Lead Experience Designer

I served as Lead Experience Designer on League of Legends for four years. My primary focus was on the client and metagame experiences. I was also the key UX stakeholder for all new League features.

EDUCATION & TRAINING



Intensive class focused on dialogue skills that help you talk with anyone about anything to reach alignment and agreement on important matters.

2014

Course Completion Certificate



EMORY UNIVERSITY

Studied the fundamental principles of sound and the factors that determine audio perception. Explored techniques of processing, synthesis, sampling, and analysis of digital audio.

2013

Certificate in Digital Sound Design



Rowan University

Studied Computer Science via C++, Data Structures, Algorithms, and Unix Environments - minor focus in Graphics Design, Photography, and Digital Imaging.

1995 - 1997

Computer Science & Graphic Design

SKILLS & EXPERTISE

Team Leadership ● ● ● ● ●

Design Principles ● ● ● ● ●

User Research ● ● ● ● ●

Figma ● ● ● ● ●

Presentations ● ● ● ● ●

Game Engines ● ● ● ● ●

Simplification ● ● ● ● ●

Ease of Use ● ● ● ● ●

Lateral Thinking ● ● ● ● ●

HOBBIES & INTERESTS



Video Games



Synthesizers



Anime



Marksmanship



Drones