

Phil Etting

UI / UX Design Lead & Manager • Senior UI / UX Technical Designer | Seattle, WA

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Over 20 years in user experience design and development across a diverse set of products, shipping 7 annual titles and over 20 seasonal releases as *UI / UX Design Feature Lead* and *Senior UI / UX Technical Designer* on the live-service game *Destiny 2* for *Bungie*. A highly collaborative design lead with hands-on experience planning, designing and developing live-service game features, mobile / tablet / responsive app products, interactive museum installations, and visual & motion design deliverables. An experienced leader of cross-disciplinary in-person and remote teams.

PROFESSIONAL EXPERIENCE

UI / UX Design Lead, Senior UI / UX Technical Designer | Bungie (Sony)

↗ [UI / UX Design Feature Lead](#) | [Senior UI / UX Technical Designer](#)

8/2019 - 7/2026

- Leading a diverse UI / UX design and development team of 10-12 to scope, plan, design, and ship large-scale UI / UX features across 4 major releases including: The Director, Activity UI, Pathfinder Objective System, Featured Quests, Into the Light, and Activity Power & Difficulty Communication
- Management and mentorship of 6 direct reports; Hiring and Interview Panels of dozens of candidates; Mentorship of junior UX Designers and UI Technical Designers
- Designing, prototyping, and shipping in-engine implementation of high-profile UI / UX features including: Cross Play, Sub-Class 2.0 (Stasis), Guardian Ranks, Lore Re-Design, Activity Intros, The Seasonal Hub, Title Screens for 3 major releases: *The Witch Queen*, *The Edge of Fate*, and *Renegades*, and Text Chat Support for Consoles

Senior UX Product Designer, Visual & Motion UI Design Lead | Capital One

↗ [DGA Mobile App: Tracking](#) | [DGA Mobile App: Modifying Goals](#) | [DGA Mobile App: AI Chat UI](#)

6/2018 - 7/2019

- Senior UX / Product Designer and UI Visual / Motion Design Lead for Capital One's Digital Guidance & Advice product. Worked with a diverse team of UX researchers, designers, analysts, writers, engineers, as well as brand and product representatives designing UX flows, wireframes, and prototypes as well as visual & motion guidelines for upcoming digital products

Art Director & Digital Design Manager | Community Transit

11/2017 - 5/2018

- Digital design manager of internal creative team producing internal and external materials for Community Transit (Snohomish County's Transit Agency). Leading design and shaping brand guidelines on all creative content.

Co-Founder, Product & UI / UX Design Director | Red Card Studios

↗ [Veggie Bottoms Kitchen](#) | [MOHAI Museum Exhibits](#) | [Motorola Custom LMS](#)

8/2001 - 7/2017

- Senior experience designer and director focused on producing creative strategy and technical / experience design solutions for small businesses, museums, and large corporations. Both designing and leading / managing cross-disciplinary teams to deliver full product and feature work. UI / UX design (wireframes, prototypes, motion studies, specs, mockups, etc.), front-end development / engineering, visual design, 2D motion graphics, illustration, video / audio editing, and responsive design and development

Senior Designer, Interactive Developer | Walt Disney Internet Group

5/2000 - 6/2001

- Designer and developer for web-based interactive games / apps, and sites on Disney.com, ABC.com, and Pets.com

SKILLS / TOOLS OF THE TRADE

Figma, Sketch, Adobe Suite (After Effects, Photoshop, Illustrator), JIRA, C++ / Actionscript / OOP, Javascript, HTML / CSS, Team Management & Mentorship, Front-End Development, UI Technical Design, Responsive Web / App Design & Development

PRODUCED WORK FOR

Bungie (Destiny 2 & Marathon), Capital One, Community Transit, Microsoft, The Getty Center, Motorola, The Museum of History & Industry (MOHAI), IBM, Disney, ABC, Dell, Acer, The Huntington Library, HP, Intel

EDUCATION

California Institute of the Arts (Cal Arts) // 1999 // BFA Music