



# KIT BRODERICK UI/UX DESIGNER



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References:  
Upon Request

## [ Profile ]

### [[ About Me ]]

I'm Kit, a game designer that specialises in UI/UX

Currently a master's student at the University of Staffordshire; I focus on user-centred design and accessibility. The interface is the voice of the developer and if it is not clear then it is not heard, so I create this clarity with iterations based on the feedback of others as my perspective is not all seeing and not without its blind spots.

Besides designing games; I'm an avid tabletop fan whether that's wargaming or role playing games, I also partake in a few outdoor hobbies such as hiking to try and mitigate all of the time my face is pressed against a screen.

### [[ Education ]]

◆ Bachelor's degree, Computer Gameplay Design and Production  
University of Staffordshire - 2025  
Grade: 2:1

◆ Level 3 BTEC Extended Diploma, Information Technology  
Joseph Chamberlain Sixth Form College - 2022  
Grade: Distinction\*, Distinction, Distinction

### [[ Technical Skills ]]

- ◆ Figma
- ◆ Adobe Illustrator
- ◆ Adobe Photoshop
- ◆ Unreal Engine
- ◆ Miro
- ◆ Jira
- ◆ Html/CSS

## [ Employment ]

### ◆ [[ Student Demonstrator ]]

 ▶ “University of Staffordshire” “03/2025 - 05/2025”

◆ Supported the lecturing staff during the User Interface Design and Implementation module

◆ Assisted students with module content and debugging blueprint errors

## [ Project Experience ]

### ◆ [[ Potion Commotion ]]

Role: Lead UI/UX Designer / Team Size: 30 / Duration: 4.5 Weeks / Year: 2025

◆ Designed and produced iterated versions of user interface elements: such as the HUD, minigame UI and menus

◆ Handled administration duties: such as planning, attending project meetings and documentation

◆ Managed artists and programmers for UI asset creation and implementation

### ◆ [[ Buccaneer Brawl ]]

Role: UI/UX Designer / Team Size: 8 / Duration: 4.5 Weeks / Year: 2024

◆ Designed and produced iterated versions of user interface elements, such as the gameplay HUD and menus

◆ Implemented visual assets into engine

◆ Developed the user interface's functionality using UE5 blueprint

### ◆ [[ Taking Root ]]

Role: Game Designer / Team Size: 8 / Duration: 48 Hours / Year: 2023

◆ Designed core gameplay features; such as hazards, level layout and user interface elements

◆ Handled the blueprinting of mechanics and implementation into the project level.

### ◆ [[ Nevergreen ]]

Role: Game and Narrative Designer / Team Size: 4 / Duration: 2 Weeks / Year: 2023

◆ Development of project's narrative; such a dialogue, story and branching pathways

◆ Designed the gameplay feature that dictated what ending the player received

◆ Handled the Implementation of visual assets and creation of blueprint