Jesse Raymond

Technical UX/UI Director

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20+ years
design & technology, 13 in games

50+
direct reports led at Epic

44.7M
players in a day (Season OG record)

650M+
accounts served (Fortnite Festival)

SUMMARY

Technical UX/UI Director who led Fortnite's UX/UI teams at Epic Games and still builds hands-on in Unreal Engine.

SKILLS

Leadership: Team direction (50+ direct reports), hiring, mentorship, roadmap and vision
Unreal Engine 5: UMG, Blueprints, C++, Slate, HLSL, UI systems architecture
Design: Figma, Adobe Creative Suite, UX architecture, interaction design, design systems
Engineering: C++, C#, TypeScript / React, Python / FastAPI, Unity, Git, Perforce

EXPERIENCE

XLCR Studios, Independent Designer & Developer — Mar 2026 – Present

- Designed and built **jesse.rocks** end to end, plus full-stack projects like **Cheddar** (React, FastAPI, PostgreSQL) and **AI-assisted workflows**.

Epic Games — Sep 2021 – Mar 2026

UX/UI Director, Fortnite Music (Harmonix) — Feb 2025 – Mar 2026

- Directed UX/UI for **Fortnite Festival** (650M+ accounts); led **8 direct reports + 3 contractors**.
- Shipped **Dance With Sabrina**, **Karaoke**, **Pro Drums**, and mobile portrait mode.

UX/UI Director, Fortnite Battle Royale — Dec 2022 – Feb 2025

- Directed **9 seasons**, incl. records of **44.7M players in a day** and **6.1M concurrent**; led **12 direct reports + 5 contractors**.
- Launched **Ranked** (2.17M concurrent), the **mobile relaunch**, **Reload**, and a **HUD refresh**.
- After 2023 layoffs, covered three lead roles plus producer; saved **$300K+**.

Lead Technical UI Designer, Player Journey & Ecosystem — Sep 2021 – Dec 2022

- Built the **Mini-Pass** system reused for **9+ collabs**; shipped the **Social Sidebar** and **Player Tags**.

Studio Wildcard, Senior UX/UI Designer / Developer — Oct 2019 – Sep 2021

- **Sole UI developer** for ARK: Survival Evolved and both **Genesis** expansions (UE4, C++).

XLCR Studios, Independent Designer & Developer — Oct 2018 – Oct 2019

- Unreal Engine 4 and Unity prototypes of **Danger**, an original game IP.

Microsoft (via Aquent) — Apr 2017 – Oct 2018

- **Xbox Avatars Editor** UI, **Surface Neo/Duo** dual-screen prototypes, and the **Edge on Xbox** gamepad scheme.

Wizards of the Coast, Senior Technical Artist — Jul 2013 – Apr 2017

- Led a **4-person team** shipping 6–8 **Magic: The Gathering** expansions a year; early **MTG Arena** concepts.

EDUCATION

BA, New Media / Interactive Design, Western Washington University — 2008