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I think the most common question I get asked is what exactly is a Technical Experience Designer? When we say Experience we're referring to UX or User Experience, so let's break it down. 1/8

When we talk about experience design, the majority of the time we are talking about UI. Examples are things like the HUD, or the settings screen. However this discipline also extends beyond UI into things like user flows, first time boot ups, and such. 2/8

To make a UI in a game the following people typically are involved: Experience Designers, Technical Experience Designers, Programmers, and UI Artists. 3/8

An Experience Designer is likely the one you're most familiar with. They create wireframes and design documentation for features. They also may work closely with groups like user experience research, data specialists, and various feature owners. 4/8

Okay but what exactly is a Technical Experience Designer then? Well they take those wireframes and design documentation and create it in game. They work with the Experience Designer and try to implement the most performant and best feeling version possible. 5/8

So then they're programmers? Well sort of, they have a strong technical background but they don't often work in C++. They either work in visual scripting languages like Unreals Blueprints or in a more traditional scripting language. 6/8

They do work closely with the programmers working on engine features they will need. As you may have also guessed they work closely with the UI Artists to implement their vision into the game. I like to think of them as a bridge between three very different disciplines. 7/8

Many Technical Experience Designers also are passionate about one of the other three disciplines they work with. This strengthens their skillset and helps them bridge the gaps between the disciplines. 8/8