


TEYANNA CALABRESE

LEVEL & UI UX
GAME DESIGNER

LET'S TALK

Vancouver, BC 

tcalabresegames@gmail.com 

tcalabresegames.com 

SOFTWARE & TOOLS

Unreal Engine

Unity

Adobe Illustrator

Adobe Photoshop

Figma | Adobe XD

Blender

Maya

Zbrush

Architectural Tools

SKILLS

Game Design

Documentation (GDD, LDD, Features)

Whiteboxing | Level Design

Rapid Feature Prototyping

Playtesting Plans and Design Iteration

Gameplay Systems Design

User Interface | User Experience Design

Live-Ops UI Content Design

Wireframing and High-Fidelity Mockup

UI Implementation in Engine

Asset Library Maintenance

Usability Testing and UX Evaluation

Design & Production

Cross-disciplinary Collaboration

Analytical Problem Solving

Systems Thinking

Spatial Design and Environment Layout

Agile Production Pipelines

Version Control (Perforce, Git)

C#, UE Blueprinting

EDUCATION

Advanced Game Development

Centre for Entertainment Arts hosted at KPU

Graduated 2023 - With Honours

Elected Class Representative for Program Cohort

Architectural Technology

Sheridan College of Technology

I'm fascinated by how people move through spaces, how design guides decisions, creates emotion, and invites interaction.

After more than 8 years in Architecture, I pivoted into Game Design to follow my passion. Earning an Undergraduate Degree in Advanced Game Development with Honours, I now apply my architectural experience, spatial thinking and design awareness to interactive digital experiences.

Whether I'm greyboxing a level or implementing UI features, I bring the same awareness of design and iteration into everything I build to make experiences feel intentional and engaging.

PROFESSIONAL EXPERIENCE

East Side Games

UI / UX Designer | Co-op | 3 months (2022)

Vancouver, BC

- Delivered UI assets and design support for The Office mobile game within tight production cycles and build-lock deadlines.
- Conducted usability testing across multiple East Side Games titles. Identified UI clarity issues, UX evaluations while recommending improvements.
- Worked closely with art, engineering, and production teams to integrate UI within existing game systems and maintain visual consistency.
- Owned features from concept to wireframe through to high-fidelity mockup.

DA Architects + Planners

Architectural Technologist | 2.5 years (2021)

Vancouver, BC

- Developed the on-site accessibility testing plan and conducted field evaluations for one of British Columbia's largest architectural accessibility studies.
- Applied national, provincial, and municipal building regulations to ensure project compliance throughout the design process.
- Provided on-site project coordination during construction, helping ensure builds aligned with design intent, quality standards, and timelines.
- Led project development from early concept through design development and final documentation.
- Produced architectural drawings and documentation that advanced projects from design development through permitting and construction.

Perry + Perry Architects

Architectural Technologist | 6 years (2014)

Ontario, CA

- Coordinated design layouts, documentation, and technical specifications across multiple disciplines throughout project development.
- Developed building massing studies and 3D concept models to support early design exploration and project planning.
- Produced architectural drawings and documentation for preliminary design, permitting, and construction using Revit and AutoCAD.
- Supported the lead architect in advancing projects from concept through construction documentation.