

ROBERT STUART

SENIOR PRODUCT DESIGNER

Vancouver, BC | robert.stuart94@gmail.com | mrrobertstuart.com | LinkedIn: /in/mrrobertstuart/

SUMMARY

Senior Product Designer with 8+ years of experience across immersive entertainment, esports and publishing. End-to-end UX/UI specialist focused on consumer journeys, complex operational products and scalable design systems, from discovery and prototyping through launch.

EXPERIENCE

Sandbox VR | Senior UX/UI Designer

Jul 2023 – Aug 2026

Vancouver, BC / Remote

- Led UX/UI across the end-to-end guest journey, spanning discovery and booking, in-store check-in and session flows, and pre- and post-experience engagement.
- Designed Silica, the operating platform used by store teams to manage bookings, guest sessions and day-to-day in-venue workflows, simplifying complex operational requirements, reducing guest
- Shipped major product work including RTL/localization support, post-experience journeys, new-game loadouts, location selection, membership programs and campaign experiences.
- Created a design system with reusable components, tokens and interaction patterns; partnered closely with engineering, operations and marketing to improve consistency and delivery across the business.

Battlefy | Senior Product Designer

Nov 2022 – Apr 2023

Vancouver, BC

- Built Arcade, a foundational design system using Token Studio and Storybook for an esports tournament platform serving 300K+ users, supporting partner experiences across Riot Games, Apex Legends and the NHL.
- Redesigned the homepage with a two-face approach for targeting both B2C and B2B clients.

ESL FACEIT Group (FACEIT) | Product Designer

Apr 2021 – Nov 2022

London, UK / Remote

- Designed core play UI, community, growth and monetization experiences for a competitive gaming platform with a 34M-player community.
- Led large-scale redesigns of key player flows and introduced an unranked queue in response to user research, creating a clearer entry point for more casual players.
- Contributed to the FUSE design system and improved internal user-testing workflows; won the 2022 FACEIT Hackathon for Best Project and Best Presentation.

The Telegraph | Product Designer

Jan 2020 – Apr 2021

London, UK

- Led the 0-to-1 redesign and launch of The Telegraph news app; the product now holds a 4.6-star rating across 444K+ App Store reviews.
- Reinvented Fantasy Fund Manager, refreshing UX/UI as well as overall gameplay; the investment simulator beat its 10K-player target and reached 14.5K participants.

ESI Media - Evening Standard & The Independent | Digital / Creative Designer

Dec 2017 – Jan 2020

London, UK

- Created Evening Standard Insider from the ground up across brand identity, UX/UI, design system and launch; grew to 6M page views and 2.5M unique users per month.
- Helped create and launch Independent Premium, establishing a new freemium model, and building out the iOS and Android app experience with the focus on upselling free users.

CORE SKILLS

End-to-End Product Design | UX/UI | Interaction Design | Design Systems | Prototyping | User Research & Testing | Accessibility | Localization / RTL | Figma | Blender | AI-Assisted Prototyping (Claude, Codex, Comfy.AI etc.)

EDUCATION

Northumbria University | BA (Hons) Graphic Design, 2:1

Newcastle upon Tyne, UK

RECOGNITION

FACEIT Hackathon 2022 - Best Project (1st) & Best Presentation (1st)
Columbus College of Art & Design - President's List