





C H R I S T O P H E R F U L L E R



PRODUCT DESIGN LEADER IN MOBILE GAMING

 915.449.7140
 cfuller876@gmail.com
 [LinkedIn.com/in/ChristopherZFuller](https://www.linkedin.com/in/ChristopherZFuller)
 Austin, Texas

PROFESSIONAL PROFILE

Product Design leader with 8+ years in mobile gaming, leading cross functional pods and owning end to end feature design. Drives UX strategy, design systems, and player first experiences that improve engagement, retention, and monetization.

EDUCATION

BACHELOR'S DEGREE IN KINESIOLOGY

Saint Edward's University
2006 — 2010

EXPERTISE

| Figma
| Adobe Suite
| G-Suite
| JIRA
| Confluence
| Jenkins
| Tableau / Snowflake
| App Center
| Test Flight
| Play Test Cloud

WORK EXPERIENCE

| MANAGER OF GAME DESIGN

SciPlay, Austin | November 2023 – Present

- Lead design across multiple cross functional pods and product surfaces, driving UX quality and consistency at scale.
- Contribute to and evolve scalable design systems, UI patterns, and reusable components across features and live ops.
- Drive design quality and consistency across game systems, UI flows, and live ops features, ensuring a cohesive player experience at scale.
- Partner closely with Product Managers and Engineering to translate product strategy into intuitive, high impact design solutions.
- Establish design direction for core experiences including lobby, in game UI, events, and progression systems.
- Lead, mentor, and develop designers across pods, setting quality standards and driving design excellence.
- Own feature development from ideation through post launch optimization, leveraging player data and feedback to continuously improve UX and engagement.
- Collaborate with marketing and art teams to align in game experiences with promotional content, seasonal themes, and brand consistency.

| SENIOR GAME DESIGNER

SciPlay, Austin | January 2023 – December 2023

- Led UX and interaction design for new game features, creating wireframes, prototypes, and player flows for complex systems.
- Defined design requirements and partnered with engineering to ensure high fidelity implementation.
- Owned feature design from concept through release, balancing player experience, engagement, and monetization.
- Contributed to evolving UI patterns and reusable design approaches across multiple features.

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PRODUCT MANAGER

SUCCESS IN

- | Driving Feature Development
- | Team Leadership
- | Data-Driven Design
- | Strategic Road Mapping
- | End-to-End Product Rollout
- | User-Centric Design
- | Cross-Functional Collaboration
- | Product Development
- | Competitive Analysis & Strategic Execution

REFERENCES

CAMERON STEWART
Scopely
VP of Product
T: 319.830.4486

LUCAS JOHNSTON
Apple
Creative Media Manager
T: 512.364.3310

KHANG MA
Futurex
Chief Solutions Architect
T: 210.833.4855

WORK EXPERIENCE CONTINUED

| SENIOR PRODUCT MANAGER

SciPlay, Austin | April 2021– March 2023

- Led the full product lifecycle, partnering closely with design and engineering to deliver high quality player experiences.
- Collaborated with cross-functional teams, including design, engineering, marketing, and analytics, to ensure successful product development and release
- Measured the success of Gold Fish's product features after release and optimize their performance through rapid, data-driven iteration.
- Conducted market research and competitive analysis to identify trends, opportunities, and areas for improvement.
- Prioritized feature development to balance UX quality, engagement, and business impact.
- Worked closely with stakeholders to gather requirements, set priorities, and communicate product vision and progress.
- Translated business goals and product strategy into player focused UX and feature design.

| PRODUCT MANAGER

Playstudios, Austin | May 2018– April 2021

- Concepted and designed innovative product features aimed at improving acquisition, engagement, retention, and monetization through competitive analysis, market trend analysis, understanding of our customer needs, and in-depth knowledge of social, mobile and payment platform capabilities.
- Created and owned product requirement documents necessary for feature development.
- Analyzed metrics and user feedback in real time to derive insights on user trends and behavior.
- Coordinated with production and marketing to implement and launch new game features and promotions.
- Measured the success of My Konami's product features after release and optimizes its performance through rapid, data-driven iteration.
- Reported daily metrics to key stakeholders, along with the ability to point out trends in those KPIs.