

Hi, my name is Travis Schau.

(he/him)
travisschau@gmail.com
travisschau.com

I'm an **Experience Designer**, driven by curiosity, collaboration, and the desire to engage audiences with intuitive and delightful interactions.

Experience

XD Director

2018 – 2021

Scopely is the company behind the hit Marvel Strike Force, where I established and directed a unified Experience Design discipline encompassing UX and UI. That team included eight designers, with myself responsible for providing strategic vision, setting initial direction, and driving daily feedback and review processes.

XD Director

2018 – 2021

Electronic Arts gave me the opportunity to work on two unreleased mobile projects.

Responsibilities included:

- Directing a team of five experience designers.
- Developing UI visual style, wireframing standards, and interaction patterns.
- Providing daily feedback and driving review processes.
- Reviewing design briefs and ensuring early alignment with UX goals.
- Collaborating with Engineering to ensure implementation quality.

Principal XD

Oct 2016 – 2018

Zynga is a leader in the mobile gaming space, and I rejoined to work on the Mafia Wars 4x mobile game, followed by Zynga Poker. My responsibilities included hands-on design and development for large portions of the game, as well as mentorship and direction for other designers.

Co-Founder

2014 – 2016

Dagger Bros., Designers of Fortune, was the boutique design studio I started with fellow designer Max Jaksa. We worked with dozens of clients in a wide variety of industries, including WB Games, Wonder Workshop, Baobab VR, FirstLine Medical, and lots more.

Education & Skills

B.F.A.

2003 - 2007

University of Michigan, Stamps School of Art & Design, provided an intensive design education in a top-ranked University environment. Focused on creative problem-solving and critical thinking, this well-rounded experience makes me the designer I am today.

Skills & Tools

Experience Design (Figma, Sketch)
Visual Development (Adobe Creative Suite)
Rapid Prototyping (Unity, C#, Maya)
Motion Graphics (After Effects)

Interests

Strategy games & RPGs
Exploring the great outdoors
Maps!
Odd signage