MICHAEL LEGRAND

UI Engineering Lead · Game UI/UX Systems · C++ / Unreal Engine

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SUMMARY

Game UI engineering lead who builds interfaces end to end: core C++ UI systems, HUDs and front-end menus, wireframes and prototypes, and UI art and materials. Currently UI Dev Lead at Firaxis Games, leading a UI team that shipped Marvel's Midnight Suns and built an unannounced title's UI from the ground up on Unreal Engine 5. Also shipped UI for Dropzone, a competitive real-time multiplayer game, and Kingdoms of Amalur: Reckoning. Trained in both Computer Science and Visual Arts, and comfortable translating between design, art, and engineering.

CORE SKILLS

UI/UX engineering: UI architecture, HUDs, front-end menus, performant UI and cross-platform UI performance optimization, UI tools and workflows for designers, wireframing and prototyping, UI art and materials

Engines & UI tech: Unreal Engine 4 and 5, UMG, CommonUI, Slate, MVVM (UMG Viewmodel), Enhanced Input, Unity, Coherent (HTML/JS game UI)

Languages: C++, C#, JavaScript/HTML, Java, Lua, ActionScript 3

Leadership: Leading and managing UI engineers, performance reviews, technical mentorship, interviewing and hiring, cross-discipline collaboration

Tools: Figma (implementing from design specs), Unreal Editor, Unity Editor, Visual Studio, Photoshop, Sublime Text

EXPERIENCE

UI Dev Lead | Firaxis Games Feb 2020 – Present

Sparks, MD

- Lead a UI team of 3 UI developers, with additional support from 2 UX developers: set technical direction, mentor, and write performance reviews for direct reports.
- Interviewed and hired engineers for the team.
- Shipped **Marvel's Midnight Suns** (Unreal Engine 4; PC, PlayStation 5, Xbox Series X|S, PlayStation 4, Xbox One).
- Architected and built the full UI for an unannounced title, still in development, from the ground up on Unreal Engine 5 with CommonUI, MVVM (UMG Viewmodel), and Enhanced Input.
- Built performant UI and optimized UI performance across platforms, working in UMG and Slate.

UI Lead | Sparkypants Studios 2015 – 2019

- Led UX and UI for **Dropzone**, a competitive real-time multiplayer strategy game: collaborated on UI design and implemented it in C++, JavaScript/HTML, and Coherent.
- Managed the UI team across Dropzone and **The Elder Scrolls: Legends**.
- Implemented UI for The Elder Scrolls: Legends (C#/Unity), delivering on a very tight timeline.

Lead Developer | Bully! Entertainment 2013 – 2014

- Led and managed a team of junior developers building Unity games for mobile, focused on augmented reality and emerging technologies.
- Created AR/VR experiences for clients including Disney and Rosetta Stone.

Senior Software Engineer | Zynga East 2012 – 2013

- Shipped **CityVille 2**; one of a two-person team covering all tools needs across AS3, JavaScript, and HTML.
- Built a quest editor for narrative designers, customer-service features, and customizable incentive links; improved the ChefVille tools pipeline and prototyped games for pitches.

Earlier experience: Big Huge Games (Senior Programmer: designed and built the UI and UI tech for **Kingdoms of Amalur: Reckoning**; managed the tools team; also Rise of Legends, Rise of Nations: Thrones and Patriots, Age of Empires III: The Asian Dynasties, Catan) · Improv Technologies · Brown University Computer Graphics Group

EDUCATION

Brown University — A.B. Computer Science; A.B. Visual Arts
Worked in the Brown Computer Graphics Group; started a computer animation class.

COMMUNITY & RECOGNITION

- **Founder**, Code in the Schools (2013–present): Baltimore nonprofit teaching programming to under-served students.
- Creator of Bad Batch Alert, a Baltimore overdose alert service.
- Independent Games Festival (IGF) finalist for indie game Billiard Boxing.