

ANDRÉS FELIPE PISSO TOBAR

Game UX/UI Lead | UX/UI Designer | Game Designer | Interaction Design & Player Clarity

Bogotá, Colombia | +57 314 358 1623 | afpisso@gmail.com | byandresfe.com | @byandresfe

PROFESSIONAL PROFILE

Game UX/UI Lead and Systems Engineer with 11+ years of experience across Game UX, UX/UI, game design, interactive technology, gamification and digital products. Experienced in designing player journeys, feature flows, wireframes, UI systems, interaction patterns, microcopy and production-ready documentation for shipped games, live experiences, VR projects and educational platforms. I focus on turning complex systems into clearer player experiences through usability heuristics, player feedback, strong information architecture, better feedback signals and close collaboration with Game Design, Art, Engineering and QA.

CORE EXPERTISE

Game UX & Interaction Design Player journeys, feature flows, wireframes, click-through prototypes, onboarding and HUD clarity.	Player-Centered Design Usability heuristics, player feedback analysis, microcopy, friction detection and iterative improvements.	Game UI Systems Design systems, components, iconography, menus, reward feedback, states and reusable interaction patterns.
Production Documentation Rules, states, edge cases, acceptance criteria, handoff, Jira clarity and Confluence documentation.	Cross-functional Collaboration Alignment with Game Design, Art, Engineering, QA, Production and stakeholders across shipped projects.	Platforms & Context UEFN, Fortnite live experiences, VR interfaces, mobile games, HTML5 games and educational experiences.

WORK EXPERIENCE

Lead UX/UI Designer

Teravision Games | 2025 - Present | Colombia

- Lead and contribute to UX/UI work across shipped game projects, Fortnite / UEFN live experiences, VR projects and work connected to recognized IPs such as Orcs Must Die, Star Wars, The Walking Dead and Dungeons & Dragons.
- Created player-facing feature flows, interface structures, UI systems and documentation for gameplay interfaces, menus, onboarding, reward feedback, live events and player-facing systems.
- Led the UX/UI area for the VR game Orcs Must Die: By the Blade, guiding flows, UI systems, documentation, interface quality and production alignment.
- Worked within established IP guidelines, aligning UI, visual language, terminology and microcopy so each experience felt consistent with its brand identity.
- Created and maintained design systems for game interfaces, including reusable components, buttons, iconography, HUD elements, layouts and interaction states.
- Designed UX/UI for VR experiences with focus on player comfort, readability, interaction clarity, spatial context and usability in immersive environments.
- Used usability heuristics, player clarity principles and cross-functional reviews to identify friction, improve feedback signals and reduce ambiguity before implementation.
- Collaborated with Game Design, Art, Engineering and QA to align priorities, improve handoff and protect UX quality during production.

Lead Game Designer

PixieMeta | April 2023 - 2025 | Colombia

- Defined and maintained the creative vision for mobile games, aligning gameplay systems, user flows and UI/UX decisions with audience needs and business goals.
- Guided the design team through concept development, prototyping, gameplay systems, balance and implementation of player-facing features.
- Designed and balanced complex interactive systems, translating mechanics into clear rules, progression, feedback and player decisions.
- Supported usability testing and iterative improvements, adjusting navigation, visual components and perceived value to improve player engagement.
- Collaborated with programming, art and marketing teams to deliver cohesive, brand-aligned and engaging product experiences.

Leader of the Technology Use and Adoption Dimension, IT Office

Ministry of Information Technologies and Communications of Colombia | January 2022 - March 2023 | Colombia

- Led the technology use and adoption area, supporting digital transformation, training, communication and technology appropriation initiatives.
- Contributed to the execution of PETI 2018-2022 and the strategic IT plan for 2023-2026, aligning initiatives with institutional goals.
- Achieved 100% of required indicators from regulatory entities, supporting precision, compliance and execution quality.
- Designed and executed outreach and training plans to improve understanding and adoption of technology products, services and internal platforms.
- Supported the GAMETIC initiative, connecting gamification, interactive experiences and technology adoption within the public sector.

Systems Engineer / Game Designer / Graphic Designer

Ministry of Information Technologies and Communications of Colombia | December 2016 - January 2022 | Colombia

- Led Game Design for the GAMETIC project to promote gamification as a tool for technology adoption, including the design of about 20 games.
- Designed and implemented UI, UX, graphic elements, animations and 70+ interactive web applications and HTML5 games.
- Executed dissemination and training initiatives for IT products, services and e-learning projects across the organization.
- Defined and consolidated visual identity systems for the IT Office and other areas, supporting clearer communication and stronger adoption.
- Created marketing pieces, campaigns, interactive websites and content to explain technology services in accessible ways.

Web Master / Office 365 Administrator

Superintendency of Family Subsidy | February 2016 - December 2018 | Colombia

- Coordinated a web portal redesign, improving usability, content structure and user experience.
- Managed web content creation, maintenance and transparency requirements, ensuring accuracy and compliance with institutional standards.
- Led a technical migration to Office 365 and trained teams on cloud services, improving collaboration and technology adoption.

Game Designer / Project Director

Universidad Cooperativa de Colombia | September 2015 - March 2016 | Colombia

- Led Kodety, an educational video game project designed to teach programming concepts and Colombian culture to children, winner of Colombia Crea Digital 2015.
- Served as Lead Game Designer and lead programmer, designing the plot, virtual world, game mechanics, UI and UX.
- Created interface and interaction solutions to make the learning experience clearer, more engaging and accessible for children.

EDUCATION

2023 | Master's in Digital Graphic Design | UNIR - Universidad Internacional de La Rioja

2019 | Specialist in Information Systems Audit | Universidad Católica de Colombia

2016 | Specialist in Game Design and Development | Michigan State University

2015 | Systems Engineer | Universidad Cooperativa de Colombia

COURSES & CERTIFICATIONS

2022 | Diploma in Leadership | UNIR - Universidad Internacional de La Rioja

2015 | Gamification | University of Pennsylvania

2014 | Diploma in Video Game Design and Development | Pontificia Universidad Javeriana

TOOLS & LANGUAGES

Tools: Figma, Adobe Photoshop, Adobe Illustrator, Unity, Unreal Editor for Fortnite (UEFN), Jira, Confluence, Office 365, HTML, CSS, JavaScript, Construct.
Languages: Spanish (Native), English (B2).