

Geoffrey Kuhns

Servant Leader | Designer

EDUCATION

Certified UX/I Designer
The University of Texas at Austin
(2021 - 2022)

**BFA Interactive Design
& Game Development**
Minor Film & Television

*Graduated Cum Laude from the
Savannah College of Art & Design*
(2007 - 2011)

EXPERTISE

Positive Attitude

Leadership

Communication

Design Systems

Prototyping

Content Design

Analysis & Synthesis

Editing & Proofreading

Adult Learning Theory

Operational Efficiency

Training Development

Technical Writing

Vendor Relations

ADKAR

TRAINING

Ethics & Integrity

Adobe Creative Suite

Figma, Jira, Slack, Asana

MS Office, Unreal, Godot

CRMs, Git, qTest, Zendesk

Lean Six Sigma

MISSION

Global impact.
Heal hearts.
Save souls.

WORK HISTORY

Lead QA Designer (Feb 2025 - Feb 2026)
Side, Inc.

Lead gamers in identifying and reporting bugs across multiple studios.
Provide content design, marketing support, and facility services as needed.
Specialties: Write test plans, process redesign, leadership coaching

Author of Game Design (Apr 2013 - Dec 2025)

Interactive Dominion
Create over 300 pages of character art and mechanics for a roleplaying game.
Specialties: Storytelling, responsible AI art, cover-to-cover design

UX Designer (Nov 2021 - Dec 2023)

Freelance
Discover and advocate for users from group ideation through hi-fi pitch.
Specialties: Figma prototyping, wireframes, user research, personas

Innovation Lead (Jul 2021 - Jun 2023)
VXI Global Solutions

Iterate new ways to engage and assist AR/VR customers across chat, email, and social media assets for a global Fortune 500 client.
Specialties: Change management, information architecture, client services

Arcade Manager (Sep 2017 - Aug 2020)
Pinballz Lake Creek

Pioneer the adoption of and training for VR installations, go karts, and inventory management systems.
Noteworthy: 23% increase in productivity through revised inventory systems

ACCOMPLISHMENTS

Innovation: built a 3D heatmap of historical data to maximize arcade revenue

Proven: global rollout of new data tracking within Big Tech, Fortune 500

Presentation: epic speeches for 0% staff turnover and 100% board approval

Peacemaker: effective dispute resolution from party moms to bar fights

Published: 1 multi-platform book and contributed to video games

Focus Groups: over 95% player satisfaction across conventions and test cycles

All: love and respect across all organizational levels, from sanitation to C-suite