

EVAN MCMAHON

Evan@Bottango.com

www.EvanMcMahon.com

Director of user experience, creative technologist, and people leader.

Expertise

UX and interaction design

Unity3D C#

Team and product leadership

User research

Hardware engineering C++

Creative direction

AR / MxR Design

Prototyping

UX Motion Design

Experience **Founder**, Bottango. 2019 - Present.

Bottango is an intuitive software studio for creativity through animatronics and real-world machines. I'm the experience designer, crafting Bottango from my core belief that creativity through robotics requires better, human-centered tools. I'm also the developer of Bottango's desktop software and embedded hardware. Finally, I'm leading the charge to bring a fully featured "animatronic in a box" to market, directing manufacturing partners & vendors.

www.Bottango.com | www.BottangoBolt.com

Lead User Experience Designer, Niantic Labs. 2021 - Present.

Leading the UX charge on a next generation, top secret AR product, showcasing not just the strengths of Niantic's platform, but the ambitious future of narrative experiences in mixed reality. From 3D printing, to immersive prototyping, to requirement gathering from creative directors and a world class IP partner, I wear every kind of hat a developer can wear.

Director of User Experience, Backflip Studios. 2018 - 2019.

Formed Backflip's UX department, and introduce user-centered design processes and workflows to the studio. I led the UX team as a people leader, and directed the UX strategies, pipeline, and processes for the studio.

Lead User Experience Designer, Jam City. 2016 - 2018.

Led the UI/UX team for the Seattle studio of Jam City, and the principle UX designer on Kitty City. I created IxD artifacts, designed and executed user research and usability studies, and worked closely with engineering in the development of the product.

Senior User Experience Designer, Glu Mobile. 2014 - 2016.

UI/UX team leader and principle UX designer for Deer Hunter, a #1 downloaded app store game, and 2015 Apple Editor's choice. I also created a program of user research for the studio.

Creative Director, Trivie. 2012 - 2014.

Worked with brands such as Dreamworks, Fox, Sony, and CBS to create mobile experiences.

Founder and Creative Director, Veiled Games. 2008 - 2012.

Developed mobile apps and games starting on the very first day of the App Store.