

## TONSON BACK

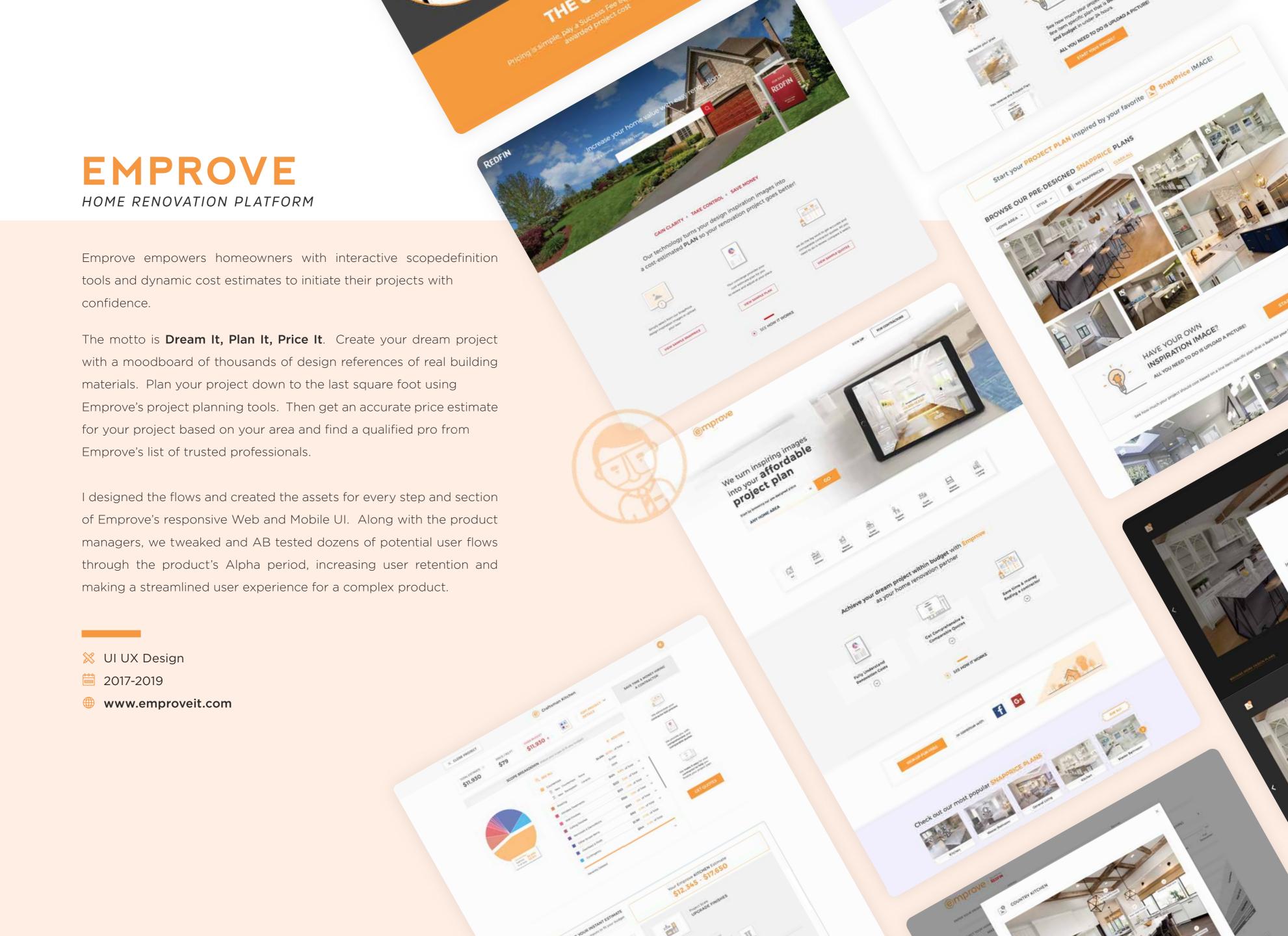
DESIGNER OF THINGS

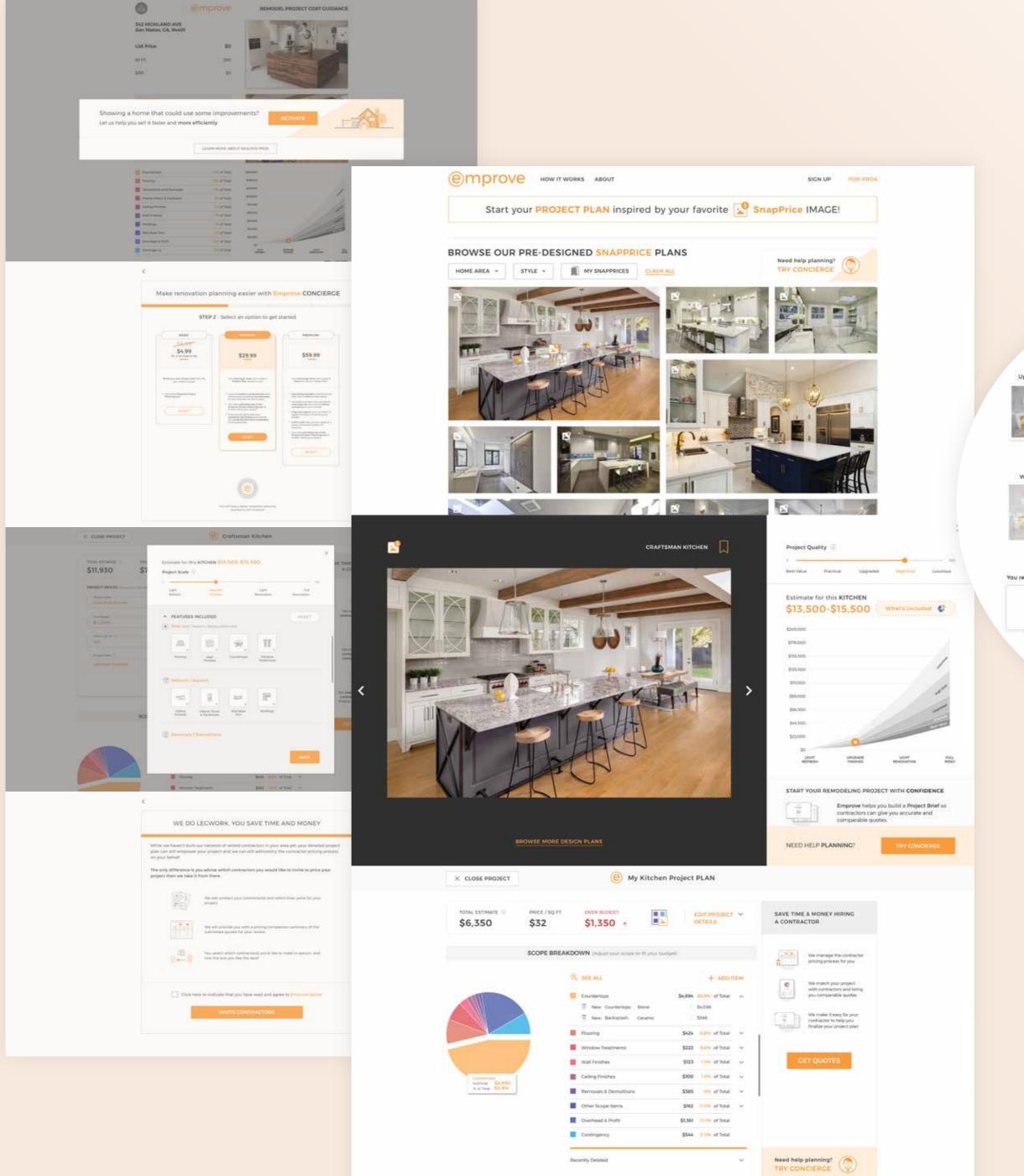
UI UX DESIGNER

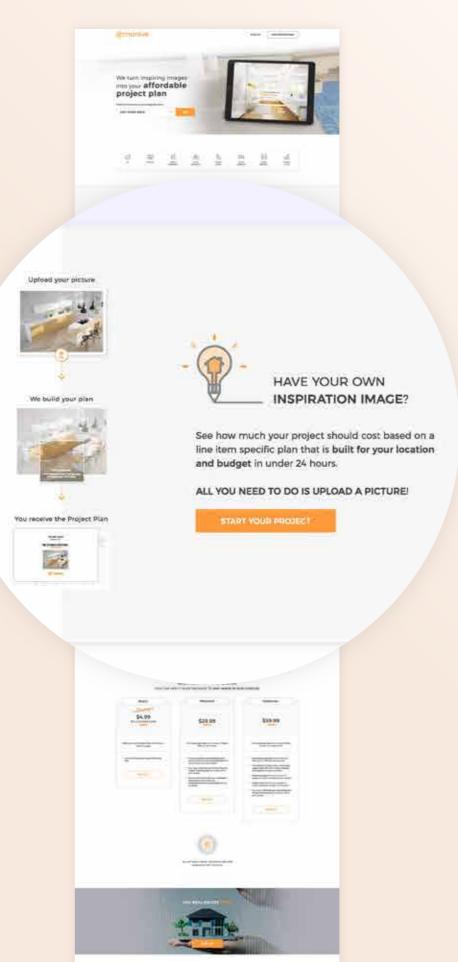
PORTFOLIO 2022

www.tonsonpine.com

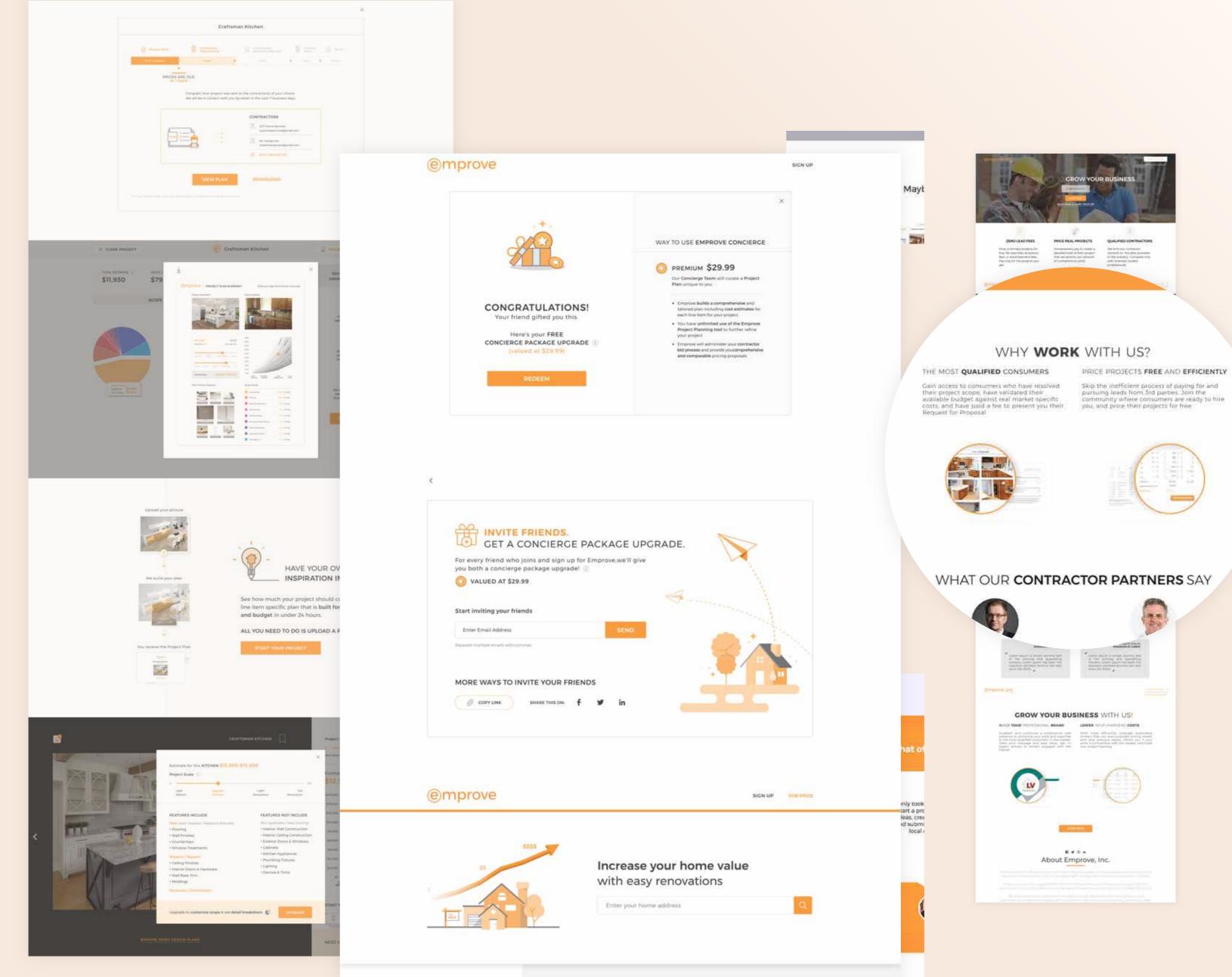




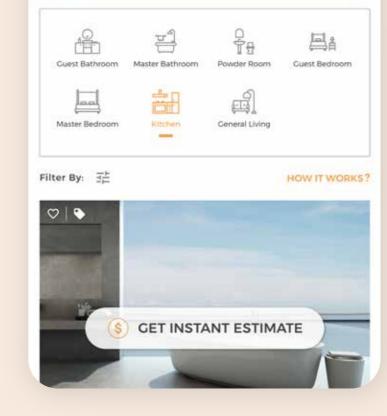


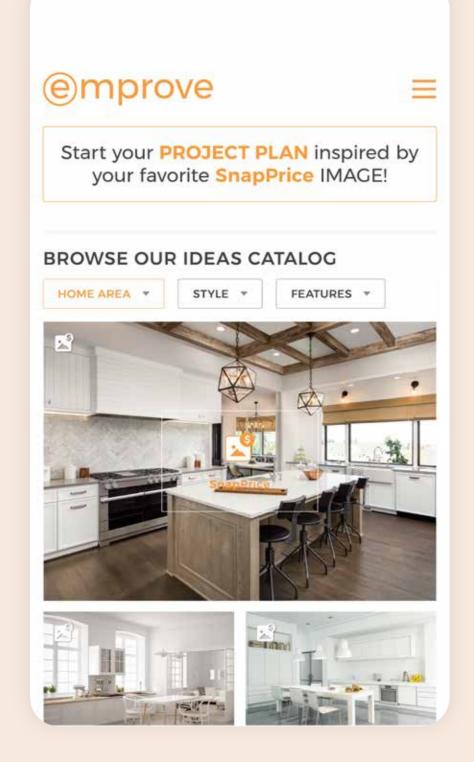


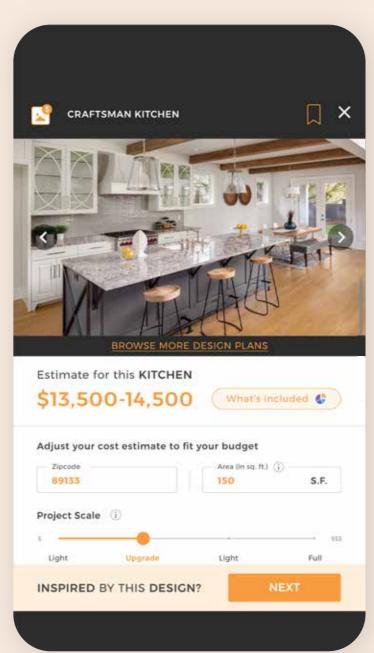


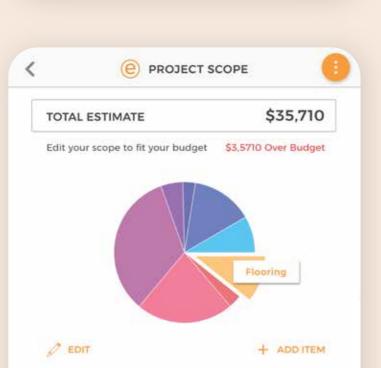


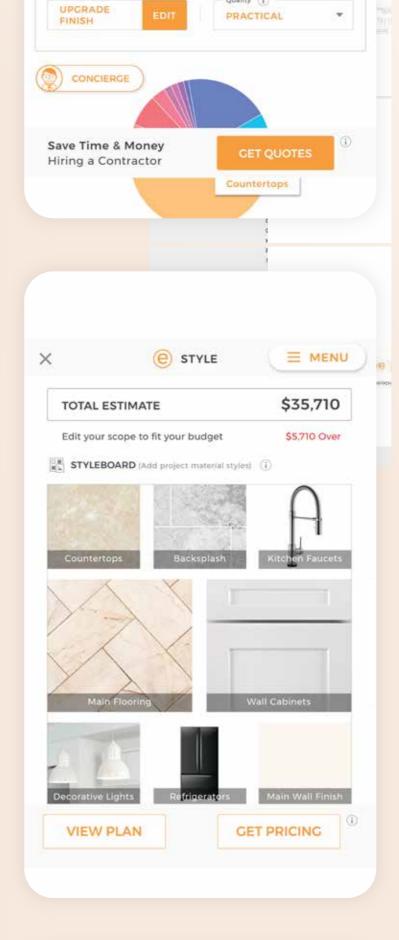
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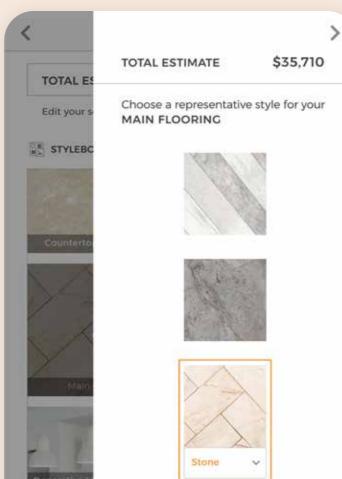


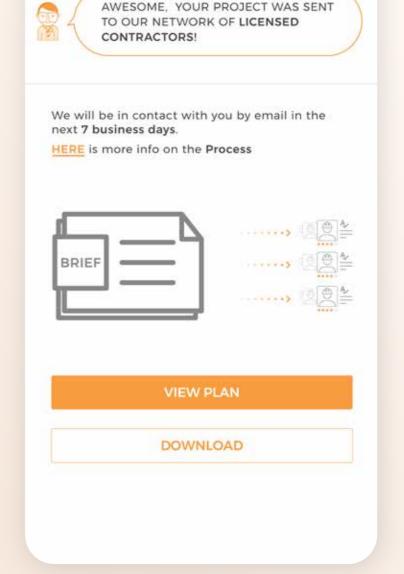


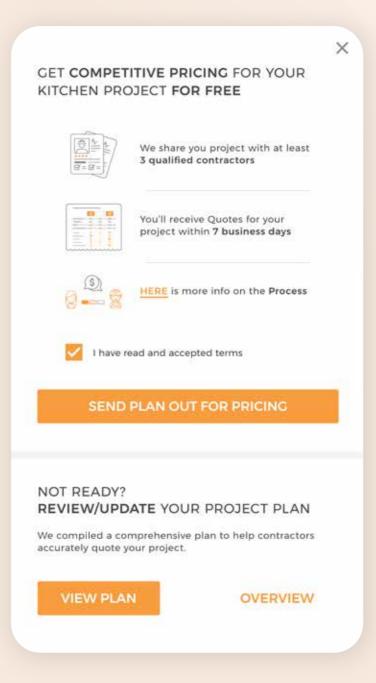




PRACTICAL









DEPART
FUNERARY PLANNING APP

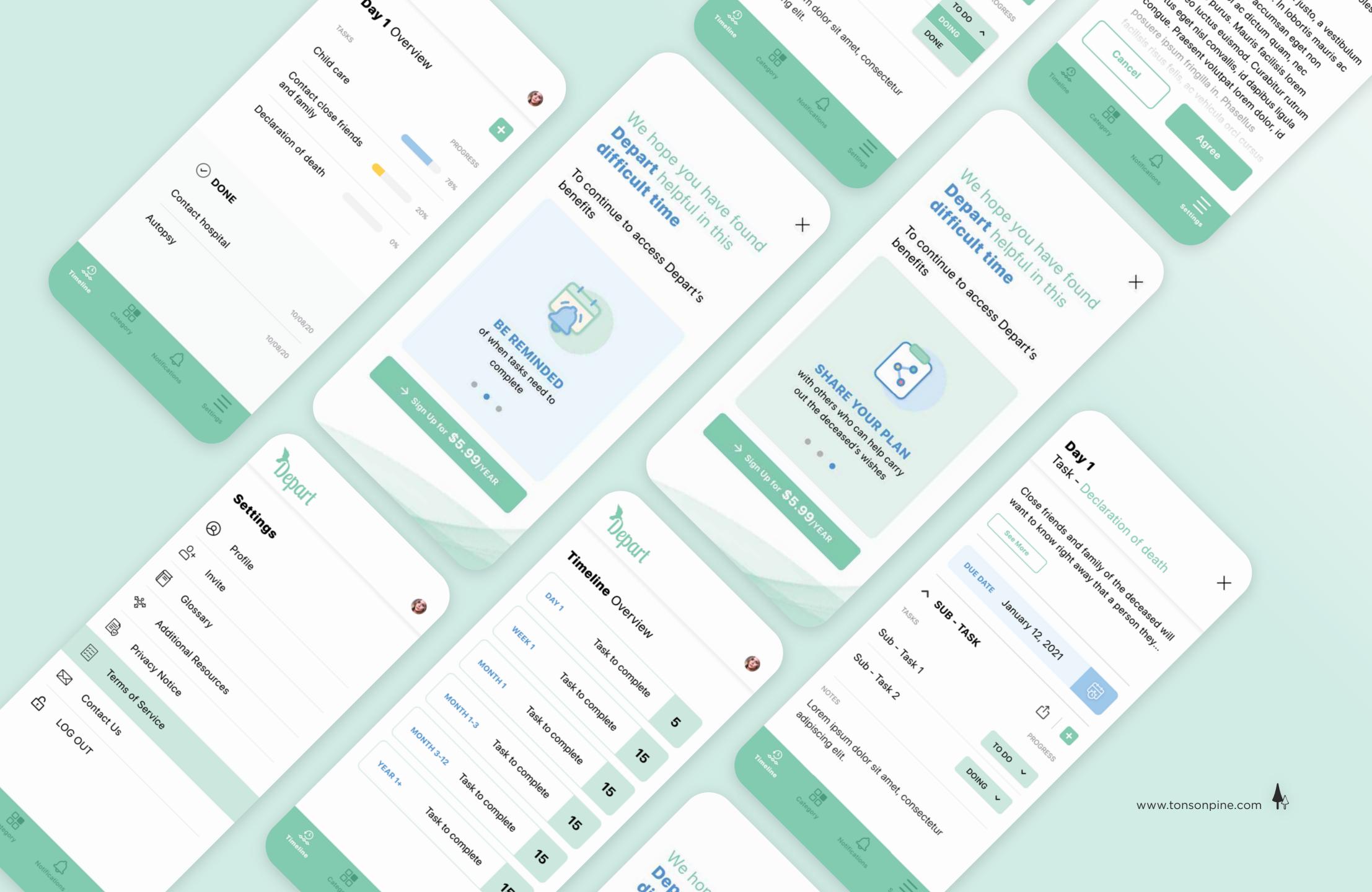
Depart is a funerary planning app meant to help the bereaved keep track of all of the various tasks and steps that need to be taken care of when a loved one passes away. It focuses on **3 key areas to assist the user: Keep Track, Be Reminded and Share Your Plan**. Depart will help suggest and track the steps you must take in planning the funeral, it will then remind you of any tasks left outstanding. Lastly, it will make sure that any friends and family are kept up to date.

I worked on the prototype design for Depart as well as branding like the Color Palette, Font, UI Elements and Logo. I created the user flows for the Timeline, Task Creation and Sub-Tasks.

💢 UI Design

**2020** 

Loten ipsum dolor sit amet, consectetur We hope you have found Depart helpful in this difficult time To continue to access Contact close triends Child care Jaration of death

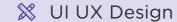


## PLAYSTUDIOS playAWARDS

REWARDING GAMES REWARDING EXPERIENCES

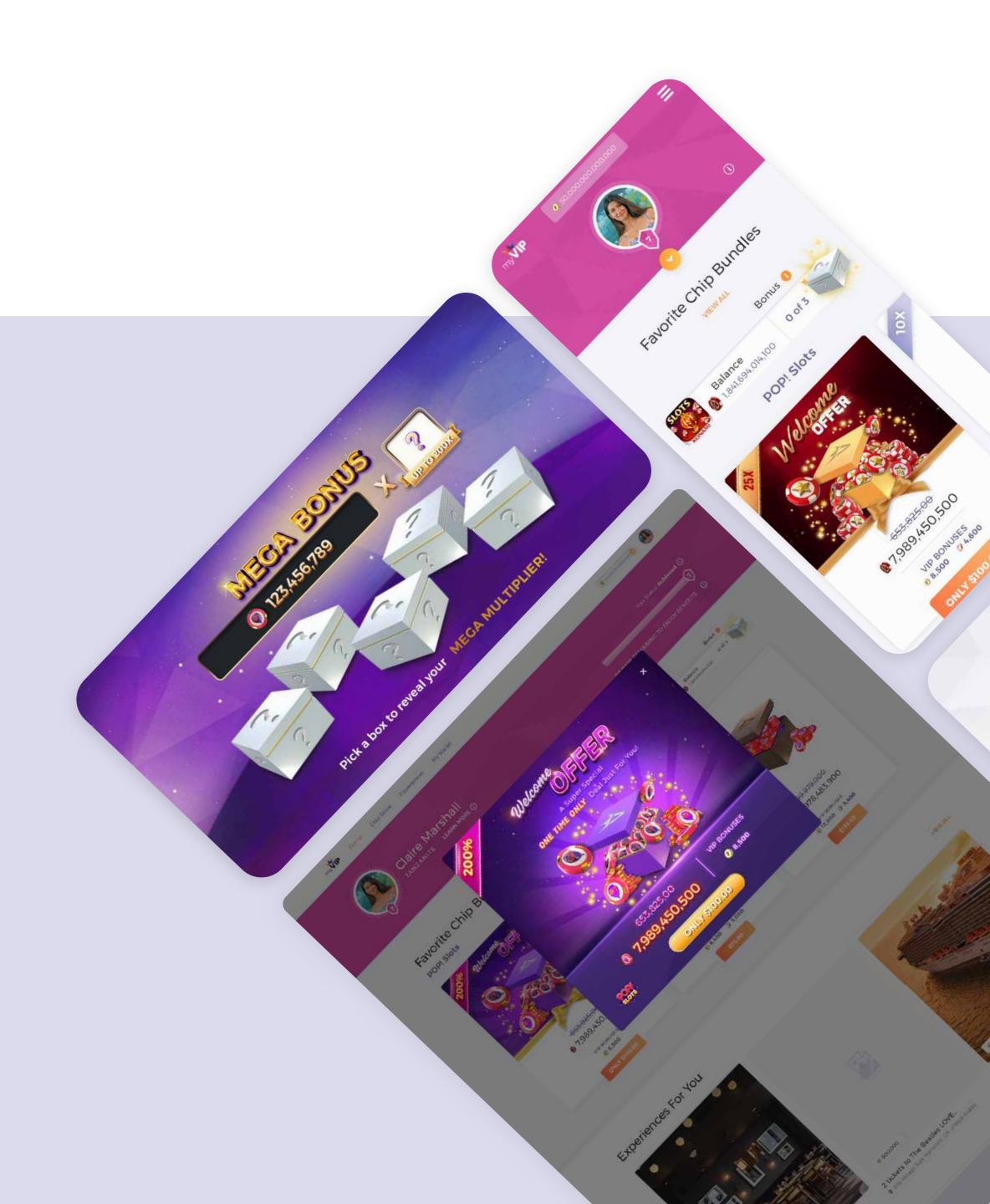
PLAYSTUDIOS is a longtime player in the Mobile Social Gaming space with a portfolio of successful games and a powerful Rewards Platform that sets it apart from the rest of the industry. playAWARDS is the Rewards Platform arm of the company that is deeply integrated into PLAYSTUDIOS' games while servicing the needs of its' Rewards partners and energizing the experience of nearly 5 million players.

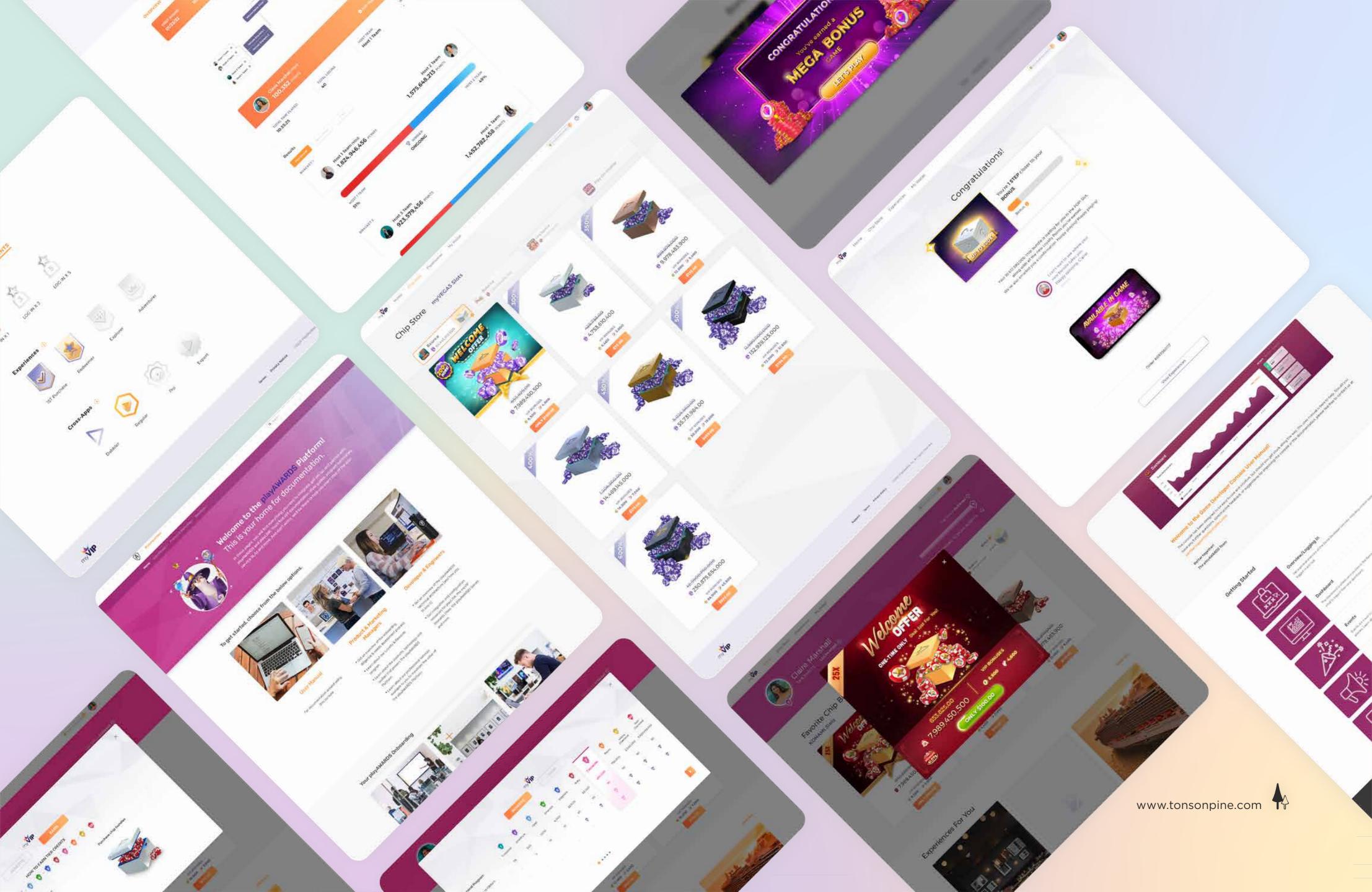
In my tenure at PLAYSTUDIOS I led the design team and defined the User Experience of PlayAward's suite of responsive web products. This included designing UI and flows for the myVIP Hosted Experience site: an exclusive, invite-only curated experience and store that allows VIP players to shop in-game deals and access VIP only Rewards. This quickly became a significant revenue generator and key project for playAWARDS. Another project I was heavily involved in was the playAWARDS Developer Console. This is the central tool for managing the Rewards and Player Experience for both our App partners and our Rewards Partners. When I joined this was a loose collection of ad-hoc tools in different places. I contributed to the redesign that brought functions like player management, reward management and KPI dashboards together into one easily navigable place.

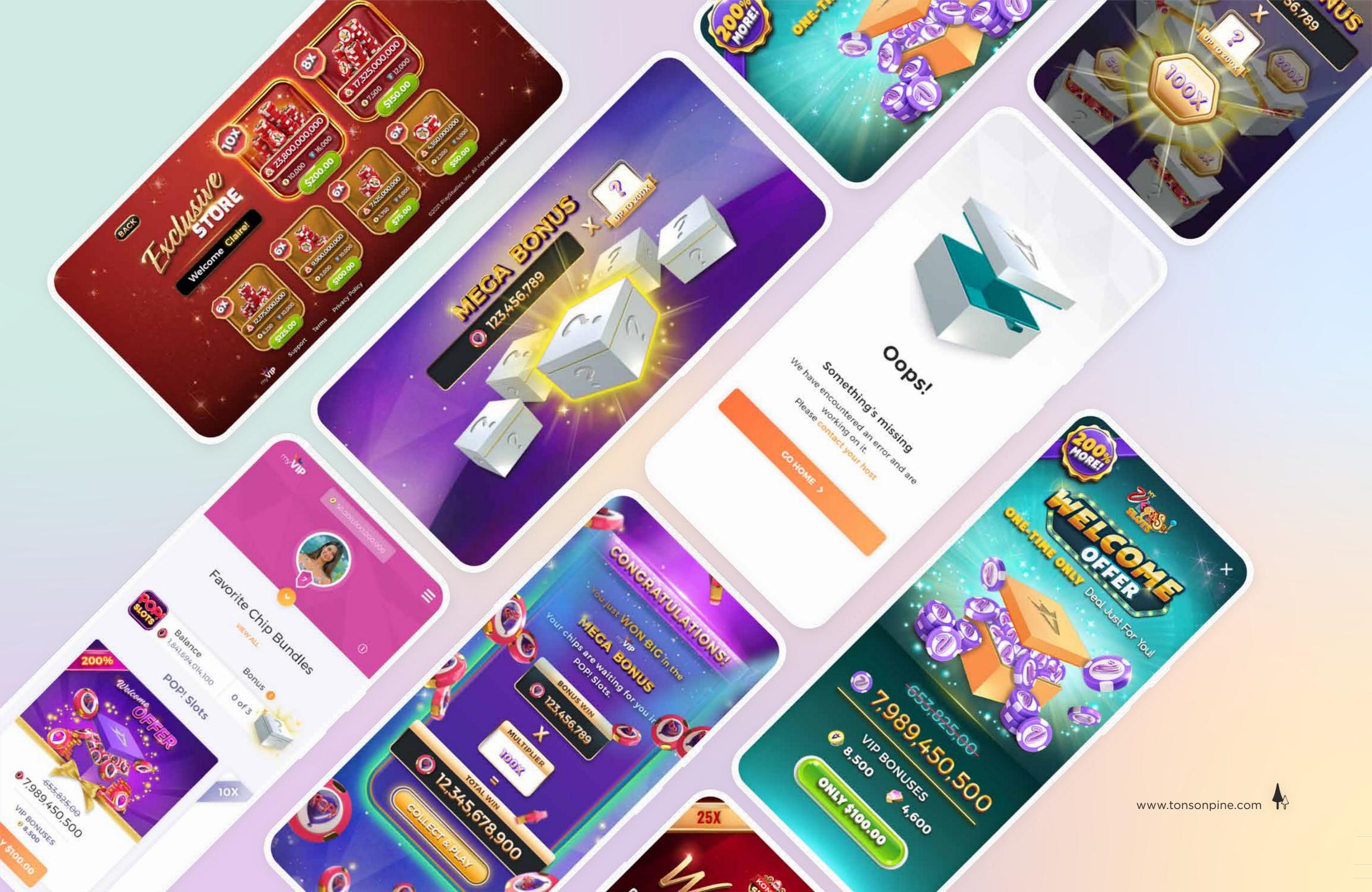


2020-Present

www.playstudios.com







## THANK YOU









