

Cody Poultney

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Experience

PlayStation Lead Product Designer

January 2019 - Present

Currently leading the design of the PlayStation mobile app, available on both iOS and Android. I am responsible for the end-to-end design of new product features, experiences, and enhancements, in addition to helping ensure my team delivers an extraordinary user experience for our players.

Sony Electronics Sr. UX Designer

January 2018 - January 2019

Lead the research and design of multiple R&D projects, exploring new opportunities to create delightful and meaningful experiences for faculty and students in post-secondary educational institutions.

Sony Electronics UX Designer

September 2015 - December 2017

Worked as part of a software development team, designing intuitive user experiences for the Sony Catalyst professional digital media production suite.

Education

University of Waterloo Global Business and Digital Arts

September 2012 - April 2016

Earned a Bachelor's degree from the Stratford School of Interaction Design and Business.

Skills

Interaction

IA
User Research
Wireframing
User Flows
Prototyping
Usability Testing

Visual

UI Design
Style Guides
Motion Design
3D Modeling

Software

Sketch
After Effects
Principle
Miro