

Stanton Steward

Product Designer / UX Design Engineer

206.941.4199 | Bothell, WA | stantonsteward@me.com
stantonsteward.com | linkedin.com/in/stosh-s-14538b7

Product-minded UX designer and front-end collaborator with 20 years of experience shaping complex, consumer-facing web and mobile products. Works across product strategy, interaction design, prototyping, design systems, account and social UX, content systems, and implementation. Known for turning intricate systems into clear experiences and helping cross-functional teams move from early concepts through launch.

Career Highlights

- Contributed UX and front-end work to the Destiny 2 Companion app, which has reached 11M+ installs and 260K+ player ratings across clans, fireteams, rewards, and social systems.
- Created the Bungie.net web UI component library adopted as the primary library for pages designed after 2023, and served as product owner for a Bungie.net social-features team.
- Designed Halo-era Service Records, File Share, heatmaps, and mobile stat experiences; named inventor on US Patent 8,632,409 for online rendering of game files.
- Designed and built Kana Book, an independent iOS learning app for Japanese kana, vocabulary, reading, drawing, and listening, currently available through TestFlight.

Work Experience

Staff UX Designer Jun 2023 - Jun 2026

Bungie, Inc. | Bothell, WA

- Designed the end-to-end account UX for Marathon's launch on Bungie.net, including sign-in, account linking, account creation, cross-save, and parental controls.
- Created and maintained the Bungie.net web UI component library for marketing components, forms, core UI, fonts, themes, and design variables; it became the primary library for pages designed after 2023.
- Migrated core player experiences to React, including clan chat, messaging, notifications, Bungie Friends, and the Destiny 2 gear page.
- Improved player-facing communication by fixing Global Alerts readability, localization gaps, notification badging, timestamps, and missing error states.
- Refined Contentstack-managed marketing and community surfaces, including FAQ components, the Community Hub, release cards, media carousels, and homepage content.
- Explored Marathon reveal concepts such as QR stat sharing, playtest intake, and offer redemption, and supported launch readiness through playtests and configuration review.

Senior UX Designer / Product Owner 2018 - 2023

Bungie, Inc. | Bothell, WA

- Shaped Destiny 2 Companion and Bungie.net experiences for an app with 11M+ installs and 260K+ player ratings, spanning clans, fireteams, account services, rewards, and social systems.
- Designed Destiny 2 clan experiences across web, mobile, and in-game touchpoints, including clan identity, banners, Guided Games prototypes, and clan chat.
- Designed Fireteam Finder-style companion flows for finding and joining activities, with player listings, invitation flows, and coordination across phone, web, and game.
- Served as product owner for the Frogblast team, setting priorities, running planning, and presenting weekly progress to guide social and player-experience work.

Senior UX Designer / Product Owner, continued 2018 - 2023

Bungie, Inc. | Bothell, WA

- Owned Bungie Rewards support on Bungie.net, including reward configuration, imagery, eligibility checks, and release timing, helping reduce manual setup as SSO support came online.
- Delivered companion updates for every Destiny 2 seasonal and expansion release, covering activity support, post-game content, playtesting, launch validation, and configuration.
- Expanded from design into front-end implementation, contributing HTML, CSS, and JavaScript to clan-related and adjacent Bungie.net features.

Web / Mobile UX Designer 2006 - 2018

Bungie, Inc. | Bothell, WA

- Grew from marketing asset production into large-scale player-facing web and mobile UX across the Halo and Destiny eras, designing Service Records, File Share, heatmaps, and the first mobile Bungie stat experiences.
- Built asset-generation workflows for nameplates, character renders, and screenshot crops, including script-driven production of thousands of web-ready visual combinations.
- Concepted and prototyped the Destiny companion app and web experiences using game-rendered imagery, large-scale wireframes, paper walkthroughs, and iterative prototypes tested with UX research.
- Delivered Destiny 1 live-service companion updates for inventory and vault management, Eververse, Sparrow Racing League, Refer-a-Friend, postmaster, Triumphs, titles, and post-game flows.

Skills

Product & UX Design: Product strategy, interaction design, user flows, wireframes, information architecture, account UX, social systems, live-service products, UX research collaboration, and playtest observation.

Prototyping & Systems: Axure, Figma, interactive prototypes, design systems, component libraries, MUI theming, content systems, and design-implementation support.

Web & Front-End: HTML, CSS, JavaScript, React-era product modernization, responsive design, accessibility, localization, and component polish.

Product Delivery: Product ownership, team prioritization, stakeholder presentations, cross-functional planning, configuration review, launch support, and release readiness.