

CHRIS O'CONNOR.

Product Designer · Creative Lead · 3D Designer

(617) 529-8958 chrisoconnor3d@gmail.com · [LinkedIn](#) · [Design Portfolio](#)

Product designer with 15+ years spanning digital UX, physical product, and brand systems. Brings an unusually broad foundation: full-cycle UX from research to shipped interfaces, physical product pipelines from concept through factory handoff, and a consistent through-line of systems thinking applied to both. Comfortable working upstream with product and engineering, defining problems as much as solving them. Background in 3D and visual craft informs spatial reasoning and design precision without limiting scope.

EXPERIENCE

Product Designer [Unstable Games](#) · May 2025 - Present

- Own end-to-end product design for toys and board game lines, from concept through production-ready specs, packaging systems, and marketing visualization.
- Define component architecture and physical UX across multiple SKUs, balancing manufacturing constraints with player experience and shelf presence.

Product Designer & UX Consultant [Convulsion](#) · Oct 2024 - Present

- Consult for early-stage clients on digital and physical product design, leading app MVP UX from problem framing through design systems and Figma-ready deliverables.
- Design brand identity, packaging, and physical product systems from concept through factory-ready specs, with cohesion across retail, campaign, and product experience.

Product Designer & 3D Lead [Unplay Inc.](#) · Jul 2022 - Oct 2024

- Architected and owned the full character customization UX system for a AAA Unity title, including interface design, design documentation, and cross-disciplinary implementation.
- Led a team of artists and designers, establishing brand guidelines and UX standards governing the product's visual language.
- Directed outsourced production partners, maintaining design quality and alignment with product vision across teams.

UX & Product Designer [Atmos](#) · Apr 2021 - Feb 2022

- Partnered directly with the CEO to define UX strategy and product vision for a real-time architectural visualization platform.
- Designed the full interface architecture in Figma, integrating 3D home visualization into a coherent, brand-consistent user experience.
- Developed the product's core design system, covering navigation, spatial UI patterns, and brand identity.

3D Character Artist [Pocket Gems](#) · Jan 2018 - Jun 2018

- Established a standardized character production pipeline for Dragon Riders, delivering optimized mobile characters in collaboration with riggers and animators using advanced sculpting principles.

EARLY CAREER

3D Character Artist [Gazillion Entertainment](#) · Mar 2016 - Nov 2017

Modeled and textured Marvel characters (Spider-Man, Guardians of the Galaxy) for Unreal Engine; created promotional assets supporting live events and community campaigns.

3D Artist Intern [Behaviour Interactive](#) · May 2014 - Sep 2014

Contributed character and environment assets to shipped game productions at a leading AAA studio in Montreal.

SKILLS

3D & Production	ZBrush, Maya, Blender, Marvelous Designer, Substance Painter/Designer, KeyShot, Marmoset Toolbag, Revit, Houdini (basic), Perforce
Engines	Unreal Engine, Unity - real-time rendering, performance optimization, engine integration, AR/VR
Character Pipeline	Organic & hard surface modeling, topology optimization, PBR texturing, rigging/skinning, blendshapes, modular customization
Design & Brand	Figma, Photoshop, Illustrator, After Effects - brand systems, UI/UX, style guides, digital advertising, campaign development

NOTABLE PROJECTS

[Histouric](#) · Mobile App, Convulsion

[Here to Slay](#) · Board game, Unstable

[Mystic Moon](#) · Board game, Unstable

EDUCATION

B.S. Game Art & Animation [Champlain College](#) · 2010 - 2014