

Scott H. W. Snyder

Product Designer

1027 Bellevue Ct. E. #200 Seattle, WA 98102
scott@scotthwsnyder.com

(917) 214-0125
linkedin.com/in/scotthwsnyder

ABOUT ME

I am currently the Senior Manager of UX Design for Metasystems on VALORANT at Riot Games. I'm responsible for the design and strategy of many of VALORANT's core systems, including player progression, purchases, competitive systems, the path-to-pro via our Premier system, social functions, and Esports integrations in the game. Since joining Riot, I've helped ship countless new additions to the game and supported our team as we shipped VALORANT on 9th generation consoles.

Before my time at Riot, I spent 9 years at Microsoft working on products including OneNote, Whiteboard, Surface, Surface Hub, and more. My area of focus was on collaboration software with an emphasis on multi-modal input. I explored allowing users to create new kinds of content with their peers in real-time, using devices and input mechanisms that were still in their infancy. Between Microsoft and Riot Games, I spent 2½ years at Expedia Group leading a team of designers who were tasked with building new ways for property owners & managers to list hotels, vacation rentals, and more across Expedia's 25+ digital marketplaces

EXPERIENCE

Riot Games – *Sr. Manager, UX Design*

Mercer Island, WA – 2022 to Present
Design leadership role on VALORANT,

Notable projects and achievements:

- Led our team of 8 designers and design managers on all of VALORANT's around-game systems.
- Led efforts to rebuild and ship VALORANT's Store, Progression systems, Battlepass, Events, and more for release on 9th generation consoles – Xbox Series and PlayStation 5.
- Architected VALORANT's Progression Revamp, ensuring players are motivated to participate daily in the game's core loop & providing more opportunities for players to unlock digital content as rewards.
- Designed and shipped VALORANT's Premier system, which gives amateur players a path to promote into the VALORANT Champions Tour, VALORANT's professional, international Esports organization. VCT millions of viewers and a ~\$20M yearly prize pool.
- Chartered initial design for VALORANT's in-game Esports integrations, including team-based digital goods, a
- Developed several new, unreleased Progression systems designs to increase engagement with specific existing player segments and grow the existing playerbase.
- Managed workload and prioritization for the UX discipline.
- Instituted new Product Initiative pipeline to better enable the broader organization to pitch, fund, and ultimately build new features for VALORANT.

Expedia Group – *Senior UX Design Manager*

Seattle, WA – 2019 to 2022

Design manager working on new partner experiences for Expedia Group, allowing individuals and businesses around the world to easily and confidently list their products on Expedia brand sites.

Notable projects and achievements:

- Led efforts on Unified Partner Onboarding, allowing hotel and vacation rental partners, covering dozens of product types and 140 countries, to join the Expedia marketplace using a single, adaptive flow.
- Managed workload and prioritization for my team's work & cross-team collaborative efforts.
- Delivered engineering prototype for Unified Partner Onboarding that would serve as the basis for the production front end UI.

Microsoft Whiteboard – *Product Design Manager*

Bellevue, WA – 2016 to 2019

Senior designer on Microsoft Whiteboard, a new app development team comprised of engineers from Intentional Software Corporation as well as product managers and designers hand-picked from across the rest of Microsoft.

I led a small team of designers who build experiences, motion and visuals, and marketing materials for Whiteboard. I was also responsible for the sprint planning, work scheduling, and cross-team communication for the entire design team.

Notable projects and achievements:

- Coordination with Surface hardware team and Windows Shell team on Surface Duo and Surface Neo
- Launched a preview of Microsoft Whiteboard for all Windows 10 devices, allowing real-time collaboration using pen, touch, and text on devices ranging from 8" to 84"
- Microsoft Whiteboard engagement accounts for nearly 70% of time spent on all Surface Hub devices

Microsoft OneNote – *Program Manager/Product Designer II*

Redmond, WA – 2010 to 2016

PM and designer in the Office Product Group, working on OneNote across several platforms.

Notable projects and achievements:

- Led design effort for OneNote UWP, Microsoft's primary offering for Windows 10 and Windows Phone. MAU increased 10x and app store rating improved from 3 stars to 4.5 stars.
- Worked with the Surface hardware team to build Surface Pen (at SP3 launch) and Surface Dial (at Surface Studio launch) software experiences within Office.
- Member of the OneNote UX Framework Redesign, a group of designers and engineers dedicating to creating a unified user experience that solidified common UX patterns for OneNote across all devices. Special focus on accessible UI that works equally well for sighted and blind users.
- Designed the first incarnation of OneNote for iOS in 2010, marking Microsoft Office's first appearance on the iPhone.

PaperG (now Thunder) – *Engineering Intern*

New Haven, CT – 2008

Bright Power – *Software Engineer Intern*

New York, NY – 2008

Pepsi Bottling Group (PepsiCo) – *Database Programmer Intern*

Somers, NY – 2007

The Princeton Review – *Instructor*

Scarsdale, NY – 2006 to 2008

Columbia-Presbyterian Hospital – *Orthopaedic Research Intern*

New York, NY – 2005

EDUCATION

Yale University

New Haven, CT – Yale College Class of 2010

Recipient of Bachelor of Science in computer science with special projects in artificial intelligence, robotics, and computer sound synthesis & composition. Additional coursework in physics, economics, Spanish, mathematics, art history, English. Graduated early at 20 years old. Member of Jonathan Edwards College.

Fordham Preparatory School

New York, NY – Class of 2006

AWARDS

Microsoft Gold Star Recipient 2018

2 patents, 3 more pending

Dr. Francis X. Holbrook Award for Distinguished Academic and Scholastic Leadership – Bronx, NY

Stanislaus Kostka Award for Community Spirit and Influence – Bronx, NY

Mount Vernon Community Service Award – Mount Vernon, NY

ACTIVITIES

Indie musician with 2 records released via record label Data Airlines

Avid member of the Seattle retro computing community