

Aashrey Sharma

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EXPERIENCE

Senior UX Designer, Epic Games

Jun 2024 – Present

Designing the Social Overlay, a unified social experience for the Epic ecosystem of products, including Fortnite, Epic Games Launcher, Epic Games Mobile, and third-party games that use Epic services such as Ready Or Not. Responsible for overall feature design, formulating and presenting parts of the player experience strategy, and securing alignment between first-party game teams, developer services, and the Social product team. Recently shipped Text Chat to all products, enabling persistent cross-device, cross-game communication similar to Discord, iMessage, and WhatsApp.

UX Designer III, Epic Games

June 2022 – May 2024

Collaborated with Player Safety, Legal, and Compliance stakeholders and drove the design of state-of-the-art player safety and parental control features for Fortnite like Age Gating, Voice Reporting, Time Limits, and Sleep Mode. Presented the overall experience strategy to the CEO, COO, and VP of the player safety team and successfully secured buy-in. These features supported the release of new first-party titles such as Rocket Racing, LEGO Fortnite, and Fortnite Festival.

During this time I also developed multiple open-source tools to automate design and prototyping workflows, and mentored 2 junior designers at Epic who have since been promoted and are leading their own projects.

UX Designer II, Epic Games

Oct 2020 – May 2022

Concepted, pitched, and led the redesign to combine Fortnite's Social and Settings menus into the Social Sidebar – a single destination to find friends, form parties, and voice chat. Expanded the Sidebar's capabilities by designing Social Tags and Looking For Party – a system to express personal interests and find other players. Also collaborated with UX leadership to design the in-game landing page for Arianna Grande's Rift Tour live event.

Product Design Intern, FiscalNote

June 2019 – August 2019

Led end-to-end design of an Android business card scanner for a SaaS product by conducting research, pairing with developers, and creating an optimized user experience communicated through high-fidelity prototypes.

UX Graduate Assistant, University of Maryland

January 2019 – May 2020

Designed UI compliant with WCAG accessibility standards, conducted usability tests, and prototyped 8+ features in code, available to 100,000+ students at the University of Maryland and Northern Virginia Community College.

Software Developer, IBM

August 2016 – July 2018

Designed, developed, and shipped front-end UIs and backend features for an agile enterprise product. Organized and led workshops to create UX awareness and establish best practices for developers and product teams.

Mobile Lead, Hullo, Inc.

April 2015 – May 2016

Designed, developed, and shipped a voice messaging app and SDK for Android at this early-stage SaaS startup.

LEADERSHIP & ACTIVITIES

Speaking

Designing Cross-Platform Game Interfaces, *Trojan Horse Was A Unicorn Career Camp, 2025*
[Walking The Path: Prototyping Game UI with Focus-based Navigation](#), *Figma Config, 2024*
[In The File: Game UI Prototyping with the Prototyper Plugin](#), *Figma Livestream, 2023*

Publications

[Press start: How controllers shaped video game design – and where interfaces may go next](#), *Figma Shortcut, 2026*

Projects

Created open-source tools like Prototyper, Radial Generator and Button with over 250,000 downloads and used by designers at PlayStation, Riot Games, Blizzard, Amazon, Microsoft – <https://www.figma.com/@aashreys>

Associations

Inaugural member, *Figma Vector Network, 2025*

Mentorship

Mentored 3 talented early career professionals – Ava Liao, Noor J. Amin, and Wesley Shang – as they broke into the Games industry and secured roles at PlayStation, Riot Games and Epic Games

EDUCATION

M.S. Human-Computer Interaction (GPA – 4.0), University of Maryland, *College Park, MD, USA*

May 2020

M.S. Mathematics, B.E. Electronics & Communication, BITS Pilani, *India*

July 2016