

Elijah McGhee

Graphic Information Technology (UX emphasis) student at Arizona State University with game evaluation experience for Apple Arcade consideration. Interested in opportunities to apply UX design and product evaluation skills in the gaming industry.

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EXPERIENCE

Apple Arcade — UI/UX Intern

December 2025 - PRESENT

- Assess UX, interface design, and onboarding for games under consideration for Apple Arcade
- Evaluated intuitiveness and mobile playability from a user's perspective
- Provided detailed feedback on gameplay systems, UI, and overall user experience
- Collaborated with stakeholders through reports and evaluations

Starbucks, — Shift Supervisor & Barista Trainer

January 2023 - PRESENT

- Partner onboarding and training according to customer experience standards
- Led shift operations while maintaining food safety, quality, and service standards
- Identified inefficiencies in workflow and provided actionable feedback to improve service

EDUCATION

Arizona State University, Arizona — B.S. Graphic Information Technology (UX Emphasis)

August 2025 - PRESENT (Fall 2027 Graduate)

SKILLS

Wireframing
Figma Design
HTML / CSS (Basics)
Adobe Illustrator / Photoshop
Prototyping
Usability Testing
User Research

Certifications

Google UX Design Professional Certificate (v.3 Coursera)