Dino Ignacio

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Senior Design Leader / Director

Dino Ignacio is a Product Design Leader with a colorful career spanning over 15 years. He was the UX Director at EA Visceral Games where he worked on the Dead Space franchise. He worked at Meta/Oculus where he helped launch the Oculus Rift and led the Avatar Design team across Facebook. He is currently a Senior Design Manager at Roblox where he leads the Social and the Avatar Design team.

He is a strong leader with great communication skills and solid work ethic. He is highly focused on <u>creating opportunities for user immersion, inclsuion and agency</u>. He has deep experience in scaling design teams and creating positive collaboration across cross-functional partners.

Presentations and Videos

<u>Dead Space 2 User Interface featurette</u> / <u>GDC 2013 - Dead Space talk</u> <u>Oculus Connect 2017 - First Contact Post Mortem</u> / <u>GDC 2023 - The Avatar Manifesto</u>

Education and Training

University of the Philippines College of Fine Arts - Studio Arts (1994-1997) Academy of Art University BFA in Computer Arts 3d Modeling (1999-2004)

Awards and Recognition

Webby Award in the category Weird for site "Bert is Evil!" (1998)

Speaker at 2011 Montreal International Games Summit

Speaker at 2017 Oculus Connect Conference

Speaker at 2013 and 2023 Game Developers Conference

Work Experience

ROBLOX (2021-curent) Managing the Social and Avatar Design team. Former manager of the Trust and Safety Design team.

FACEBOOK / META (2017-2021) Managed the Facebook Spaces Design team, Managed the Horizon Experiences Design team, Led the Avatar Design Team OCULUS (2015-2017) Worked on Farlands, Prologue and First Contact EA VISCERAL (2008-2015) Worked on Dead Space, Dante's Inferno, Dead Space 2, Dead Space 3, Battlefield 4, Battlefield Hardline and Star Wars.

MYX (2006-2008) Head of Imaging and Design.

GAMESPOT/CNET (2005-2006) Motion Graphics Producer Created motion graphics for CNET entertainment properties: TV.com, GAMESPOT and MP3.com.