

Stanton “Stosh” Steward

Staff UX Designer / Product Design Engineer

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PROFESSIONAL SUMMARY

Product-minded UX designer and web/mobile experience builder with 20 years at Bungie creating player-facing digital products across Bungie.net, the Destiny Companion ecosystem, and Halo-era community and stat systems. Works fluidly across product strategy, interaction design, prototyping, design systems, account and social UX, content systems, and release validation.

Known for translating complex game systems into usable companion experiences: service records, stats, clans, fireteam finding, rewards, alerts, messaging, account flows, and content-driven player surfaces.

CAREER HIGHLIGHTS

- Contributed UX and front-end work to the Destiny 2 Companion app, now at 11M+ installs and 260K+ player ratings, across clans, fireteams, rewards, and social systems.
- Designed the account experiences for Marathon's launch on Bungie.net, including sign-in, account linking, cross-save, and parental controls.
- Created the Bungie.net web UI component library adopted as the parent library for every page designed after 2023, and served as product owner for a Bungie.net social-features team.
- Designed Halo-era Bungie.net systems, including Service Records, File Share, and heatmaps, plus the first mobile Bungie stat experiences.

CORE SKILLS

Product & UX Design: Product UX for games, companion apps, player accounts, and live-service platforms; wireframes, user flows, interaction models, and Axure prototypes; UX research collaboration and playtest observation.

Web & Front-End: Design systems and component libraries; React-era Bungie.net modernization; HTML, CSS, JavaScript; MUI theming; component polish and design-implementation support; Contentstack-backed content systems.

Player Systems: Accounts and identity, clans, fireteams, social and chat, notifications and alerts, rewards, code redemption, stats, profiles, and post-game experiences.

Product & Delivery: Team prioritization, weekly stakeholder presentations, cross-functional planning, configuration review, launch support, and release readiness.

PROFESSIONAL EXPERIENCE

Bungie, Inc. — Player-facing web, mobile, and companion experiences 2006 – 2026

Staff UX Designer Jun 2023 – Jun 2026

- Designed the end-to-end account UX for Marathon's launch on Bungie.net, including sign-in, account linking, account creation, Marathon cross-save, and parental controls.

- Created and maintained a rich Bungie.net web UI component library — marketing components, forms and core UI, fonts, themes, and design variables — adopted as the parent library for every page designed after 2023, with an ongoing effort to migrate existing pages onto it.
- Migrated core player experiences to React, including clan chat, messaging, notifications, Bungie Friends, and the Destiny 2 gear page.
- Improved player-facing communication by fixing Global Alerts readability, localization gaps, notification badging, timestamps, and missing error states, so players saw clearer, correctly localized alerts.
- Polished content-managed marketing and community surfaces in Contentstack, including FAQ components, the Community Hub, release cards, media carousels, and homepage content.
- Explored further Marathon reveal concepts, including QR stat-sharing, playtest intake, and offer redemption, and stayed close to launch readiness through playtests and config follow-through.

Senior UX Designer / Product Owner 2018 – 2023

- Shaped Destiny 2 Companion and Bungie.net experiences — an app with 11M+ installs and 260K+ player ratings — across clans, fireteams, account surfaces, rewards, and social systems, through multiple expansion and seasonal releases.
- Designed Destiny 2 clan experiences across web, mobile, and in-game touchpoints, including clan identity, clan banners, Guided Games prototypes, and clan chat.
- Designed Fireteam Finder-style companion flows for finding and joining activities, with player listings, invite flows, and coordination across phone, web, and game.
- Served as product owner for the Frogblast team, setting priorities, running planning, and presenting weekly work to the broader Bungie.net organization to steer social and player-experience features.
- Owned Bungie Rewards support on the Bungie.net side, including reward configuration, imagery, and eligibility and release-timing checks, reducing manual setup once SSO support later came online.
- Delivered companion updates for every Destiny 2 seasonal and expansion release, covering activity support, post-game content, playtesting, launch validation, and configuration.
- Expanded from design into front-end implementation, contributing HTML, CSS, and JavaScript on clan-related and adjacent Bungie.net features.

Web / Mobile UX Designer 2006 – 2018

- Grew from marketing asset production into large-scale player-facing web and mobile UX across the Halo and Destiny eras, designing Bungie.net Service Records, File Share, heatmaps, and the first mobile Bungie stat experiences.
- Built asset-generation workflows for nameplates, character renders, and screenshot crops, including script-driven production of thousands of web-ready visual combinations.
- Concepted and prototyped the Destiny companion app and web experiences using game-rendered imagery, large-scale wireframes, paper walkthroughs, and iterative prototypes tested with UX research.
- Delivered Destiny 1 live-service companion updates for inventory and vault, Eververse, Sparrow Racing League, Refer-a-Friend, postmaster, Triumphs, titles, and post-game flows.