

## UI/UX DESIGNER

### SKILLS

- C#
- Unity3D Engine
- Adobe Photoshop
- Blueprint
- Figma
- 3DS Max
- Unreal Engine 4
- Adobe XD
- Animation

### ACADEMIC PROJECTS

#### ***Beach Island Deluxe* – Level Designer; UX Designer – Jan 2022 to Aug 2022**

3D open world platformer – Unity3D Engine – solo project – Steam and Itch.io

- Design of open world; block out to final product.
- Rapid iteration of world composition and game flow.
- Wireframe UX/UI designs and establish personas.
- Implementation of all gameplay content and UI feedback.
- Conducting and documenting player testing.

#### ***Witchpunk* – Level Designer; UX Designer – Sep 2021 to Dec 2021**

3D action platform skate brawler – Unreal Engine 4 – 27 member team - [Steam](#)

- Design and block out level geometry, content, and encounters.
- Creation of new gameplay feedback within existing framework.
- Collaborated with art, engineering, and design.
- Adhering to scripting guidelines for any needed content scripting.
- Conducting and documenting player testing.

#### ***Honey Hustle* – Design Lead; System Designer; UX Designer – Sep 2019 to May 2020**

2D Top down arcade action game – Custom Engine – 16 member team

- Leading design team towards project goals.
- Wireframe prototype of UX/UI designs.
- Design and coding of prototype systems, mechanics, and UI/UX
- Authored design documentation.
- Support art team in aligning assets with game play.
- Leading direction of, conducting, and documenting player testing.

### PROFESSIONAL EXPERIENCE

#### ***Bully! Entertainment* – UX/Game Designer – Jun 2015 to Mar 2017**

Shipped 1 public title – Kellogg's Marvel's Captain America: Civil War VR – Google Play and App Store

Shipped 10 private client projects for clients such as DreamWorks and AT&T

- Collaborate with all departments to achieve cohesion in line with client goals.
- Design game systems and content.
- Block out levels and assist in art team asset integration.
- Wireframe of UX/UI designs for mobile, web, and VR/XR.
- Author design documentation for multi-department usage.
- Author client facing documentation.

### EDUCATION

#### **Game Design, Psychology – Bachelor of Arts Degree – 2022**

DigiPen Institute of Technology

#### **Game Art and Design – Associate's Degree – 2015**

Anne Arundel Community College