

Lucette Gold

Technical UI/UX

📍 Boston, MA ✉ gold.lucette@gmail.com ☎ 203-945-6125 🔗 consistentlynervous.github.io in lucette-gold

Education

- BS** **Northeastern University**, Computer Science and Game Development Sept 2021 - May 2025
- **GPA:** 3.92/4.0
 - **Coursework:** Human Computer Interaction, Game Interface Design, Game Programming, Programming in C++, Rapid Idea Prototyping

Skills

Software: Unity, Figma, Trello, Jira, Github, Bitbucket, Adobe Photoshop, Procreate, Confluence, C#, C++

Design: Rapid Prototype, Paper Prototyping, Wireframes, Physical & Digital Sketching, Asset Creation

Interpersonal: Detail Oriented, Time Management, Team Player, Collaborative Problem Solver, Inquisitive

Experience

- Autonodyne - NDA**, Software Engineer Intern, UI/UX Boston, MA
July 2023 - Aug 2024
- Worked as a solo UI/UX Unity developer for a contract project, using C# on a team of 5 developers.
 - Designed and implemented modular UI prefabs to be used by 50+ developers.
 - Spearheaded the UI/UX developments and created design pipelines for future projects using Figma as a tool.
 - Created UI standards documentation for 50+ developers in Confluence.
- Game Developer's Conference**, Conference Associate San Francisco, CA
March 2022 - March 2025
- Directed thousands of attendees throughout the conference center.
 - Communicated and resolved conflicts as they arose.
 - Worked with 450 other conference associates.

Projects

- Masked** Sept - Dec 2024
- Created and iterated on the entire game's UI in Figma.
 - Directed a team of 5 and spearheaded development using Trello and Google Docs.
 - Integrated UI wireframes within Unity, dialogue, mask selection, and suspect selection.
- The Devil's Tango** Jan - April 2024
- Designed playtests and applied feedback on pivotal rhythm game play systems.
 - Documented case study iterations and user interface changes.
 - Implemented UI features and assets in Unity, dialogue and rhythm layout.
- Moral Optics** Sept 2024 - Present
- Designed key game-play user interactions and layouts in Figma, receiving and applying critique from a 6 person team.
 - Implemented core UI features in Unity, dialogue messaging and select task.
 - Worked in 1 week sprints using Trello as a task manager and participated in weekly stand-ups.