Kat Hanlon
Graphic, UI/UX & Game Designer

SKILLS

Design
After Effects
Audacity
Illustrator
InDesign
Maya
Photoshop
SolidWorks 3D CAD
UI
UX

Prototyping
Adobe XD
Axure RP
Figma
Webflow

Coding
C#
C++
HTML5 & CSS
JavaScript
Swift
Unity 2D/3D
Visual Studio
Visual Studio Code

Other
Customer Service
Documentation
Microsoft Suite
Organization

EDUCATION

GAME DESIGN & DEVELOPMENT • RIT • 3.97 GPA • CLASS OF 2020

EXPERIENCE

UI/UX Designer • RIT • APRIL 2020 – AUGUST 2020
Researched current interactive online options/tools, past RIT projects and current education focused news. Mocked up user experience stories. Brainstormed and drafted various types of classroom activities and experiences. Surveyed students' experiences, pain-points, and wants/needs. Performed testing on the course and assignment experience.

TEACHING ASSISTANT • RIT • JANUARY 2020 – MAY 2020
Helping manage class content for classroom learning, activities, and projects along with suggesting potential ideas and materials. Class focus was on UI, UX, and prototyping.

INSTRUCTOR • ID TECH • JUNE 2018 - AUGUST 2018
Planned and prepared course content for classroom learning, activities, and projects. Instructed 3 - 10 students a week in topics regarding 3D modeling in Maya, game design in Unity, and HTML/JavaScript.

PORTFOLIO

katimaginality.com
Check out my website to view my portfolio for some examples of my projects/works and learn a little more about me!

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