

# JASREEN MANDER

UI Designer

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[Portfolio](#)

A skilled UI designer with experience in game development, AR applications, and interactive design, adept at creating intuitive interfaces, prototyping, and cross-functional collaboration using tools like Figma, Unity, and Adobe Suite.

## EDUCATION

### Brock University

BA Honours Interactive Arts and Science  
2021-2025

## SKILLS

- Graphic Design
- 2D Art
- Prototyping
- Wireframing
- Testing
- Research
- Web Design
- Critical Thinking
- Creative Problem Solving
- Animation
- Documentation

## TOOLS

- Figma
- Procreate
- Unity
- Illustrator
- Photoshop
- Framer
- After Effects
- FigJam
- Inkscape
- GIMP
- Canva

## EXPERIENCE

### UI Intern

Adjective Noun Studio | 01/2025 - 04/2025

- Created and updated existing UI assets for a Unity asset package and node-based editor, ensuring assets followed existing design guidelines and industry standards
- Wireframed a new design for a node-based editor used within Unity by the studio ensuring streamlined navigation and more visual clarity.
- Collaborated cross-functionally with teams using SVN for version control in a game development environment.

### UI Lead (University Project)

The Brown Homestead and Brock University | 09/2024 - 04/2025

- Managed and worked with a small team of designers to create an intuitive AR app for a local heritage site, increasing visitor engagement through interactive content
- Developed low, mid, and high-fidelity designs, iterating based on client feedback and user testing to ensure a user-friendly and educational experience.
- Cross-collaborated with other teams, ensuring smooth integration of AR features and content.
- Developed a comprehensive design system and documented design processes, ensuring consistency, scalability, and a clear framework for future updates and iterations.

### UI Designer and VFX Animator (University Project)

Buggy Room Studios / Brock University | 09/2024 - 04/2025

- Designed UI assets, including HUD elements, and menus, ensuring a cohesive and intuitive player experience while maintaining the game's visual style.
- Wireframed and prototyped various game screens, and iterated those designs based on team feedback and playtesting.
- Animated VFX using particle systems and sprites, and refined them through playtesting to improve player experience and gameplay
- Imported VFX assets into Unity, hooked up the assets in Unity, and then programmed them to play in real-time.