

# Samantha Yeager

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UI/UX Designer with four years of experience specializing in game and app development. Steeped in design process best practices, collaborates within and across teams, bridging the gap between aesthetics and technology.

**Skills** 

Adobe Photoshop Adobe Illustrator Adobe After Effects Unity 3D Proto.io CSS3 HTML5 Javascript ES6 Trello Perforce

# **Work Experience**

## Freelance (Various Clients)

UI/UX Designer, Illustrator | Seattle, WA / Remote | 02/18 to present

Overseeing early app UI/UX design process, and illustrating both professional and personal images

## Cake Golem Productions LLC & Legacy Game Systems

UI/UX Designer | Seattle, WA / Remote | 12/17 to 02/18

- Handled UI asset creation for a mobile AR game
- Guided UX design with wireframes, mockups, and prototypes

### WildTangent Studios

UI/UX Artist | Seattle, WA | 02/16 to 09/16

- Ensured assets met UX and performance specs in Unity (collaborating with engineers and designers)
- Designed UI assets; built and animated them in Unity
- Researched plugins, programs, and best practices to improve art pipeline

#### **Global Gaming Group**

Visual Designer | Las Vegas, NV | 02/14 to 02/16

- Created vector UI assets for various slot games
- Animated assets in Adobe After Effects, using Trapcode plugins

#### Spin For Good, LLC

2D Artist & Animator | Las Vegas, NV | 11/13 to 01/14

Designed and animated vector and raster UI assets and typography for a charity non-profit slot game

#### **Sunstorm Games**

Vector & Marketing Artist | Las Vegas, NV | 05/13 to 10/13

- Created vector UI assets, nine-sliced vector character art and exported assets for animation
- Assembled and polished interstitials and banners for Chartboost, Flurry, the App Store, and Facebook

#### Education

Ohio University | Bachelor of Science in Digital Media: Games & Animation | Minor in Computer Science Athens, OH | 09/09 to 05/13 | 2 SunSat projects, presented at ISDC 2011 & 2012 in Huntsville & D.C.

#### Awards & Honors

Top 50: The LoZ: The Wind Waker HD Fan Art Contest (09/13) Featured in Mount Ida's Game Change[Hers] (10/16)

Featured in Pure Nintendo Magazine (07/15) 2nd place: Hack the Now and Next Contest (05/18)