

Soromtochi Anozie

Keen student looking to break into UI/UX design. Fast learner and comfortable working in teams and alone. Always looking to gain new insights from challenges.

Skills

Adobe suite | UI/UX | Typography design | Concept art | Animation

Layout Design | Video editing | Presentation & Communication | Audio processing

Java | Javascript [P5js] | HTML | CSS

EDUCATION

University of Waterloo – *Global Business and Digital Arts*

September 2024 – April 2029 [Projected]

Bearspaw Christian School – *High School Diploma*

September 2012 – June 2024

Relevant Projects

Video Game Mod Artist / Developer

Sept 2025 – PRESENT

- Drew pixel art UI elements to visualize ideas and provide placeholders for work in progress features.
- Created concept art to iterate through ideas for enemies and items.
- Hand made models, textures and animations for enemies, items and spell effects for use in-game.
- Utilized IntelliJ to implement features in Javascript

Iconography Assignment – *University of Waterloo*

January 2025

- Utilized Adobe Illustrator to produce high quality icons for use in branding and merchandise
- Revised content based on peer and instructor feedback to improve designs
- Iterated through numerous colour pallets to land on best option

Magazine Assignment – *University of Waterloo*

April 2025

- Created a robust visual identity though photography of objects and landscapes
- Editing photos in Photoshop to craft a cohesive tone identity
- Used typography knowledge to arrange compelling text blurbs, headings and titles
- Assembled layout drafts and final copy with InDesign to ensure best product

Client Design Assignment – *University of Waterloo*

February 2025

- Worked closely with classmate to develop a poster to accurately represent their values and story
- Conducted interviews to improve knowledgebase and improve client relationship
- Drafted posters for review with client to confirm ideas were to their liking
- Created final high-res product and design reflection for presentation to client

Emotional Design Assignment– *University of Waterloo*

March 2025

- Made low and medium fidelity product prototypes to exemplify a given emotion prompt
- Storyboarded, rehearsed and recorded a video using Davinci Resolve and Adobe Audition to further push the prompt
- Selected and edited audio tracks and video brightness to improve portrayal of emotion

References available upon request