

Saige Moon Bock

315-552-8188 | smb1197@rit.edu | behance.net/saigemoonbock | devpost.com/smb1197 | linkedin.com/in/saigemoonbock

Education

Rochester Institute of Technology, Bachelor of Science in Media Arts and Technology, Bachelor of Science in Psychology
Rochester, NY
GPA: 3.06
Expected Graduation May 2026

Skills

UX Design: Figma, Protopie, Unity, Adobe CC, Wireframes, User Journey, Psychology, Player-Focused Design, Prototyping, Unreal, Accessibility Standards, WCAG Guidelines, HTML, CSS, Javascript, Python

User Research: Research Methods, Card Sort, Play Testing, Study Design, Statistics, Tableau, Excel, User Personas, Psychology

Experience

User Experience Design Co-op,

American Honda Motor Company, Inc

01/2024 – 04/2024 | Torrance, CA

- Created a mock up for a new brand accurate Acura Charging Station Locator using Figma
- Designed solutions for a NPO lease in the Acura ZDX check-out
- Executed a co-op volunteer event for the 2024 AGPLB

Lead User Experience Designer, Accessible Learning Labs

09/2023 – Present | Rochester, NY

- Design free labs for an NSF funded project that gamifies accessibility education
- Construct new lesson plans based on cognitive psychology
- Build a new branding package and asset library

Media Intern, Cascades - Greenpac Mill

05/2023 – 08/2023 | Niagara Falls, NY

- Led the design process for 11 marketing projects with Adobe CC
- Increased social media followership by 270% and interactions by 500% with a new social media strategy using psychology and data to understand the behaviors of our target audience

Extracurriculars

Vice President and Community Service Chair, Alpha Phi Omega

05/2024 – Present

Xi Zeta Chapter, Rochester Institute of Technology

- Plan and execute community service events

Lead Media Mentor, FIRST Robotics Competition Team 3838

03/2023 – Present | Rochester, NY

- Supplement the education of Rochester City School District students with design skills

Peer Career Mentor, Computing Org for Multicultural Students

08/2022 – Present | Rochester, NY

- Mentor in career readiness to uplift underrepresented students

Senator, Student Government

Fall Semester 2021 | Rochester Institute of Technology

- Represented over 1,500 students as the College of Engineering Technology Senator by advocating for students

Projects

Corporate Conundrum, Hackathon Team Project

- *1st place in Highlighting Underrepresented Diversity in Tech*
- Created and managed UI and UI art assets
- Designed accessible game UI for mobility, hearing, and visually impaired individuals

Voyage, Hackathon Team Project

- *1st place in the Sustainability Category at CSH Hacks*
- Utilized Figma to design a high-fidelity mock up
- Prioritized accessibility and usability while guiding the user through our goal actions

A Mildly Awesome Space Cleanup, Hackathon Team Project

- Designed UI and UI Art in Figma and managed all assets
- Completed a 2D unique space adventure survival game with a multidisciplinary team using Unity

ApolloLink, Hackathon Team Project

- Collaborated to create an intuitive UI for medical professionals
- Pitched a Figma mock-up to a panel of judges at HackHarvard

Society of Software Engineers Website Redesign,

Team Project - bit.ly/44hbswr

- Lead UX Designer for the SSE's website redesign initiative
- Increased WCAG compliance to 100% from 33%
- Demonstrated a high-fidelity figma mock-up to a council of industry professionals and professors

Between Worlds, Hackathon Team Project

- Designed an immersive and accessible UI for a 3D VR adventure game using Unreal Engine and Figma
- Crafted unique menus and player settings for intuitive user interaction and storytelling

Harvesting Hope, Hackathon Team Project

- Designed accessible game UI and cutscene sequences, using psychology to heighten user engagement

Colorado College of Art Acceptance Packet,

Team Project - bit.ly/ColoradoCOA

- *1st place in the 2022 Nationwide Canon UIP Competition*
- Spearheaded a successful rebranding initiative
- Designed 5 unique pieces with VDP capabilities

Awards

Inclusion in Gaming Scholarship, Activision Blizzard King

- *1 of 10 individuals selected*
- Representative of Activision Blizzard King at GDC 2024
- Engaged with accessibility in gaming lessons at UX Summit talks

Five Nights at Freddy's Photo Design Competition,

Dave & Buster's

- *1st Place Award*
- Showcased creativity in visual storytelling through digital design

Languages

English (Native), **Japanese** (Fluent - Past Resident), **American Sign Language** (Beginner)