


Stephanie Sarvis

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SUMMARY

UX/UI Designer looking to apply my newfound visual design skills to the game industry. I emphasize UI which reduces player friction while integrating seamlessly with overall game design/theming.

SKILLSET

UX/UI Design
User Research
Branding
User Personas
User Stories
Wireframing
Prototyping
User Testing

TOOLS

Figma
InVision
Adobe Creative Suite
Usability Hub
HTML
CSS
Javascript
GitHub

EDUCATION

Bloc, 2018–2019
UX/UI Design Program

University of North Texas, 2012
BA in Biology, Chemistry and French Minors
GPA: 3.85 (magna cum laude, Honors College)

PROJECTS

Modern Garden *Created in Figma*

A cloud storage application for users interested in creating their own DIY, all-natural products such as skin care or cleaning supplies

Users can store all of their recipes and other files in one place, create recipes within the app, and share/receive recipes with others.

Role: Research, branding, wireframing, prototyping, testing, and design implementation.

Invision Prototype: invis.io/5VQP974DJZM

EXPERIENCE

Universal Studios Orlando, April 2016– August 2018
Operations Coordinator, Volcano Bay Administration

- Develop my new role as part of opening team for Universal's Volcano Bay water park
- Design spreadsheets and workflows for ordering and tracking supplies and granting account accesses for 5 departments
- Collaborate with several departments both within Volcano Bay and throughout Universal Studios proper
- Assist park executives and managers in completing various projects and tasks

Scheduling Specialist, Attractions

- Analyze team member availability/time off, venue training/events/meeting/classes, and changing staffing needs to create venue schedules for ~500 team members.
- Collaborate with venue supervisors to ensure venue needs are met
- Contribute to hiring of team members (secondary interviews)

MCL Grand Theater, May 2015–April 2016
Theater Attendant

Disney's Animal Kingdom, January 2013–May 2015
Trails Operations Relief Coordinator

- Conversational speaking with guests about various species of animals and conservation
- Manage 24-30 cast members between 3 areas of the park, including training, observation & feedback
- Optimize operation of trails, including cast member rotations, positions filled/dropped, and proper function of all equipment