

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, Sept 2018–July 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

Mass Effect Redesign *Created in Figma*

I re-designed the UI for a few of the Equipment menu screens. I gave it a more modern look and addressed some of the issues users were having.

Role: Research, wireframing, hi-fi mockups, prototyping, and user testing

Invision Prototype: invis.io/4HSUU6T7XVB

Modern Garden *Created in Figma*

A cloud storage application for users interested in creating their own DIY, all-natural products. 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

University of Texas, June 2019–present
Teaching Assistant, Trilogy UX/UI Bootcamp

- Guide students through learning and implementing the design process
- Provide feedback on design homework and projects
- Facilitate participation and teamwork from the students

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

MCL Grand Theater, May 2015–April 2016
Theater Attendant

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