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

DesignReads In Progress

A social cataloging iOS app where designers add various forms of text media resources, rate and review those resources, and keep track of what they've read or want to read.

Role: Branding, hi-fi mockups, prototyping, and user testing.

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*