

# Thomas Heim Rojas



UX/UI Designer - Viña del mar, Chile

+56 9 67062967 • [thomasheimdesign@gmail.com](mailto:thomasheimdesign@gmail.com) • [thomasheimdesign.com](http://thomasheimdesign.com)

## PROFESSIONAL EXPERIENCE

**Entropy Unit** - Viña del Mar, Chile

April 2024 – Current

**UX/UI Designer, Game Designer**

- Currently working as the Lead UX/UI Designer on Vow Of Nazca, a passion project produced alongside people i met through my career. I'm in charge of the entire UX/UI Process, as well as collaborating with Game design, Art direction and engineering to define feature ux, ui style guides and aid in implementation.

**Joyride Games** - Remote

June 2023 – April 2024

**UX/UI Designer, Game Designer**

- Worked in the redesign of the ui for their flagship franchise, Super Champs Racket Rampage, updating various existing designs and layouts for various screens with the help of the art and design teams. Also created and structured the FTUE flows for new player experience as well as new game features.

**Seismic Squirrel** - Seattle, Washington, Remote

October 2022 – December 2023

**UX/UI Designer, Game Designer**

- As the sole UX/UI Designer, I managed the entire UX/UI process, including UX research, defining a style guide, designing flows, creating wireframes, and overseeing UI design through to implementation
- From June 2023 to December 2023, I worked as a consultant, assisting with the transition to an external team and guiding them to ensure they could continue the development of the project.

**Osmo** - Santiago, Chile

November 2020 – September 2022

**UI/UX Designer**

- Osmo is the award-winning STEAM brand and creator of a broad universe of hands-on gamified learning experiences validated by education experts that nourish children's minds.
- Worked on 6 projects, from refreshing UIs to creating games from scratch, managing all UX/UI aspects from flow definition to Unity implementation on 3 games, including one that became a top NPS game at Osmo

## TECHNICAL SKILLS

- |                        |                     |                      |                     |
|------------------------|---------------------|----------------------|---------------------|
| • Wireframing          | • Visual Design     | • Prototyping        | • Usability testing |
| • Heuristic evaluation | • Unity integration | • Motion graphics    | • User research     |
| • Illustration         | • CSS/Html          | • Interaction Design | • User Flows        |

## SOFTWARE

- |                   |                     |                                   |                  |
|-------------------|---------------------|-----------------------------------|------------------|
| • Unity           | • Figma             | • Version control (git, perforce) | • Unreal Engine  |
| • Adobe photoshop | • Adobe Illustrator | • Adobe After Effects             | • Adobe indesign |

## LANGUAGES

- |                    |                    |
|--------------------|--------------------|
| • Spanish - Native | • English - Fluent |
|--------------------|--------------------|

## EDUCATION

**Desafío Latam** - UX/UI Design

June 2020

Bootcamp sponsored by the Talento Digital program by Sence, scholarship winner

**University of Valparaíso** - BA in Design

June 2019

Academic Excellence award, Best of Generation award