

Thomas Heim Rojas



UX/UI Designer - Viña del mar, Chile

+56 9 67062967 • thomasheimrojas@gmail.com • thomasheimdesign.com

PROFESSIONAL EXPERIENCE

Seismic Squirrel - Seattle, Washington, Remote

October 2022 – December 2023

UX/UI Designer, Game Designer

- Seismic Squirrel is an indie studio working towards their first project, with a team consisting of experienced and veteran professionals.
- I am in charge of the entire process of UX and UI as the sole UX/UI Designer on the team, as such, I took part in all the processes involved with UX and UI, including UX research, defining a UX styleguide, Flow design, and UI design from wireframing up to implementation

Osmo - Santiago, Chile

November 2020 – October 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 different projects on different capacities, ranging from refreshing the UI to working on games from scratch, being in charge of all the UX/UI elements of the game, from initial flow definition up until final implementation into unity on 3 games, one of them later becoming one of the games with the best NPS at Osmo

Niebla Games - Valparaíso, Chile

May 2016 – August 2016

Game Designer, Graphic Designer

- Niebla games is one of the most prominent Indie game studios outside of the capital in Chile and a licenced partner of Sony Interactive Entertainment and Microsoft Corporation.
- Participated on set design and gameplay design for their initial "Causa: Voices of the dusk" prototype
- Worked on the graphic design of packaging, card backs and fronts, manual and tokens for their boardgame "Careta"

TECHNICAL SKILLS

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|------------------------|---------------------|----------------------|---------------------|
| • 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

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| • Spanish - Native | • English - Fluent |
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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