

# Thomas Heim Rojas



UX/UI Designer - Viña del mar, Chile  
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## PROFESSIONAL EXPERIENCE

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**Osmo** - Santiago, Chile  
UI/UX Designer

November 2020 – Present

- 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  
Game Designer, Graphic Designer

May 2016 – August 2016

- 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"

**Idk Games** - Viña del mar, Chile  
UI Artist, Game Designer

Jan 2015 – July 2017

- IDK Games is a self funded indie studio founded with people met through various game jams, it helped me build my foundation and acquire the skills necessary to further develop my career in the videogame industry
- Designed levels, gameplay mechanics and combat mechanics for various projects

## TECHNICAL SKILLS

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|------------------------|---------------------|-------------------|---------------------|
| • Wireframing          | • Visual Design     | • Prototyping     | • Usability testing |
| • Heuristic evaluation | • Unity integration | • Motion graphics | • User research     |
| • Illustration         |                     |                   |                     |

## SOFTWARE

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|-------------------|---------------------|-----------------------|------------------|
| • Unity           | • Figma             | • Git                 | • Fork           |
| • Adobe photoshop | • Adobe Illustrator | • Adobe after effects | • Adobe indesign |

## LANGUAGES

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|--------------------|--------------------|
| • Spanish - Native | • English - Fluent |
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## EDUCATION

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**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