

Thomas Heim Rojas



UX/UI Designer - Viña del mar, Chile

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PROFESSIONAL EXPERIENCE

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 – 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 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

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. My job consisted in helping with the systems design for their flagship CCG, Causa: voices of the dusk.

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