# ANDREA LAM

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# **SKILLS**



### **METHODS**

Storyboard Scenarios Wireframes/Mockups Prototypes Requirements Analysis Cognitive Walkthroughs

# **PROGRAMS**

Adobe Illustrator Adobe Photoshop Adobe Xd Figma Protopie Aesprite

### **LANGUAGES**

English (fluent)
German (conversational)
HTML/CSS (fluent)
Javascript (basic)

# **EDUCATION**

### University of California, Irvine

BS in Informatics (Human Computer Interaction) GPA: 3.66

#### Coursework

Social Analysis of Computing Requirement Analysis User Interface Design Storytelling in Interactive Media Computer Game Design

### **Education Abroad**

# Ravensberger Gymnasium

Herford, Germany Student Exchange

June 2018 - Jul 2018

# **PROJECTS**

### **POLLINATE**

Mobile UI/UX, 1st Place Designathon

Conducted UX research (interviews, personas, interviews, competitve analysis, user stories, for garden wellness app. Designed wireframes, mockups, and prototype (Figma) within 24hrs.

Apr 2022

### **PUZZLING POTIONS**

Mobile Game UI/UX

Designed wireframes, mockups, and prototype (Protopie) for minigame within mobile Harry Potter RPG.

June 2021 - Aug 2021

# PROFESSIONAL EXPERIENCE

### **UCI ESPORTS**

Graphic Design Intern

July 2020 - present

- Create visual aids such as match graphics, social media posts, logos, stream materials, and layouts.
- Plan and develop branding for tournaments and campaigns.

### **JAM CITY**

UI/UX Intern

June 2021 - Dec 2021

- Conduct UX research to decide on design solutions for the best player experience in the mobile game environment.
- Create wireframes, mockup, user flows and UI art assets for the award winning game, Harry Potter Hogwarts Mystery.
- Collaborate closely with Game Design, Engineering, Art, and Product to plan and execute new features.

### **STARTSMART**

Front-end Developer Director of Branding Sep 2020 - Apr 2021

- Guide the creation and execution of brand materials for the startup, including all design assets: logos, icons, graphics, etc.
- Develop and maintain website on Wordpress. Website was included in application to the LaunchPad Fellowship Program, of which the startup was one of the 30 out of 900 selected.

# **CO-CURRICULAR ACTIVITIES**

#### PI BETA PHI FRATERNITY

Director of Member Selection

Jan 2020 - Sept 2021

- Ensure recruitment membership selection aligns with Fraternity's core values and policies and to help the chapter meet recruitment goals.
- Participate in our philanthropic initiative, Read > Lead > Achieve, in fundraising to impact over one million lives.

# INTERESTS

Indie Games, Yoga, Traveling, Painting, Electronic Dance Music